The Legend of Zelda: Tears of the Kingdom

Complete Strategy Guide

Sky World Map

The Continuous Islands Leading to the Sky
East Hyrule Sky Islands
West Hyrule Sky Islands
South Hyrule Sky Islands
North Tabanta Sky Islands
Tabanta Sky Islands
North Gerudo Sky Islands
West Hyrule Sky Islands
Good South Hyrule Sky Islands
East Gerudo Sky Islands
Faron Sky Islands
Island of Thunder
Sky Islands of the Sihartel
Central Hyrule Sky Islands
Initial Sky Island
North Hyrule Sky Islands
Ordin Sky Islands
North Hyrule Sky Islands
Hyrule Sky Islands
South Akkala Sky Islands
Lanayru Sky Islands
North Akkala Sky Islands
South Akkala Sky Islands
South Lanayru Sky Islands

Legend
: Demon King's Temple
Zonau Device Manufacturing Machine

Little Bird Watchtower

1: Watchtower of the Monitoring Fortress

2: Kargal Ridge Watchtower

3: Chichiqi Snowfield Watchtower

4: Rabula Mountain Lookout

5: Deibran Ruins Lookout

6: Orting Gorge Lookout

7: Zora Plateau Lookout

8: Uli Mountain Bird Viewing Platform

9: Gerudo Highlands Bird Viewing Platform

10: Gerudo Canyon Lookout

11: Hyrule Field Lookout

12: Pabblara Heights Lookout

13: Sahasra Plain Lookout

14: Rabella Wetlands Birdwatching Platform

15: Lanayru Mountain Birdwatching Platform

● Towns/Villages/Outposts

1: Watchtower

2: Flight Training Ground

3: Lito Village

4: Forgotten Temple

5: Korok Forest 6: Ao

n Team Headquarter

s 7: Goron City

8: Southern Mine

9: Barda's Restaurant

10: Sonda Construction Shop Worksite

11: Hateno Village

12: Zora's Domain

13: Yiga Clan Hideout

14: Kakariko Village

15: Gerudo Town 16

: Kakariko Village 17:

Hateno Village

18: Wotori Village

19: Hateno Ancient Research Institute

20: Akkala Ancient Research Institute

North on the world map

Hebra Mountains

Tabantha Tundra

Tabantha Frontier

Hyrule Forest

Ordin Mountains

Distant Akkala

Akkala Sea

Death Mountain

Akkala Highlands

Orting Canyon

Hyrule Ridge

Hyrule Field

Gerudo Highlands

Lanayru Wetlands

Lanayru Great Spring

Mount Lanayru

Bihartel

Hyrule Lake

East Hyrule

Faron Grasslands

Gerudo Desert

Faron Sea

Legend

Demon King's Temple

Zonau Device Manufacturing Machine

Birdwatching Platform

Great Fairy Fountain

Marin Waterfall

Town Village

Base

Ancient Research Institute

Waystation

Deep Pit

Rabe ears: D

emon Statue

Waystation

1: Snowfield Stable

2: Tabanta Bridge Stable

3: New Seren Stable

4: Waystation Substation

5: Wetland Waystation

6: Forest Station 7: M

ountain Base Station

8: South Akkala Station

9: East Akkala Station

10: Gerudo Canyon Stable

11: Hateru Sea Su

bstation

12: Stable on the outskirts of the plains

13: Riverside Stable

14: Twin Stable 1

5: Plateau Stable 1

6: Lakeside Stable

Hebra Mine Ruins
Oltin Abandoned Mine
hi Abandoned Mine
anier Abandoned Mine
Karakara Mine Ruins
Gerudo Mine Ruins
entral Great Abandoned Mine
Kakariko Abandoned Mine
ateno Abandoned Mine
Yotori Abandoned Mine
Underground Region

Legend
: Root of Demise
□: Demon Statue
: Deep Pit

Before CHAPTER 1

System Overview

System Explanation

Control Instructions

A	Investigate/Intera
B	ct (Long press to sprint)
X	Jump
Y	Attack
L	Activate Right-Hand Ability (Long press to switch abilities
ZL	) Focus
R	Throw weapon, use b
ZR	ow and arrow, long p
←	ress to switch shield, lo
→	ng press to switch wea
↑	pon, long press to switc
↓	h item, whistle to m
Left joystick,	ove, adjust camera
right joystick	angle, switch between standing/crouching, use telescope, pull up the t
Press the left joystick and	ablet, can press L/R/ZL/ZR to flip p
press the right joystick	ages, pause menu, can press L/R/
-	ZL/ZR to flip pages
+	

[TIPS] In the menu options, you can swap the jump and sprint buttons.

Screen Commentary

1 Link's health points, represented as hearts, with the yellow portion indicating temporary hearts gained through special means.
2 The currently used abilities and their corresponding buttons.
3 The three directional keys correspond to the quick menu for shields, materials, and weapons; holding them down allows for switching to the corresponding item.
4 Link's stamina, which is consumed during actions such as sprinting, climbing, gliding, and charging; the yellow portion indicates temporary stamina gained throu gh special means.
5 Sensor indicator, can only be used after unlocking the Ancient Research Institute function. When close to the target item, there will be ripples and sound prompts.
6 Temperature gauge, with cold on the left and hot on the right. When the needle reaches the corresponding range, health will continuously deplete.
7 Volume meter, the greater the amplitude of the ripples, the louder the sound Link is currently making.
8 Current time, weather, and future weather forecast.
The mini-map can be changed to fixed north or follow the player's direction in the options.

Stamina

The hearts represent Link's health. Light (through four shrine challenges) can be used to upgrade (health). At the beginning of the game, Link only has 1 stamina/energy. On the initial sky island, players will encounter the first tutorial upgrade, which will raise stamina to 4 hearts. After completing the main storyline challenges of the shrine and defeating the main line...

Has 3 hearts. To increase the maximum health/stamina limit, one must continuously challenge shrines to obtain the Light of Blessing, and then find a Goddess statue to exchange 4 blessings.

After defeating a BOSS, you will receive 1 heart container. A total of 6 containers can be obtained through the main storyline.

Link has several means to restore health: completing shrines, eating meals, sleeping (massaging), obtaining heart containers, soaking in hot springs, and attacking with weapons made from white dragon materials. Cooking is one of the most commonly used and effective methods, and it can be paused and used at any time during combat.

Stamina

The stamina meter only appears when Link performs actions that consume stamina, represented as a green circle. The primary functions of stamina are running, climbing, and swimming; certain actions in combat also consume stamina, such as charged attacks and using Link's time in the air. If stamina is not consumed for a period, the stamina meter will automatically regenerate. When the stamina meter reaches zero, the recovery speed slows down, and during this time, the stamina meter will turn red, preventing further stamina consumption. If stamina runs out while in water, Link will drown.

Activities can be done at the cost of losing a small amount of stamina. Properly increasing the stamina meter's limit makes the game much easier; a higher stamina limit means Link can climb higher mountains, swim across wider rivers, and be more advantageous in combat. However, due to various terrain-crossing methods such as Zonai devices, bird lookout towers, and falling rocks from sky islands, the importance of stamina has decreased somewhat. However, to pull the Master Sword, two full stamina wheels must be consumed, which can be a consideration in the mid-game.

Statue and Demon God

Statues are set up in many towns, and the statues that monitor the fort are located in the lower area and need to jump from the center of the fortress. The location of the Demon God statue is also nearby. After completing a temple mission, a secret passage will be opened here. There will be 2 NPCs at the entrance of the secret passage. Entering the secret passage, you can find the statue of the demon god. You can sell the Heart container or the Energy container to the Demon God statue (Rs 100). It costs an additional 20 rupees when you buy it again, but you can choose to upgrade the Heart or Energy by yourself. In other words, the Demon God statue is equivalent to providing Link with "basket" services.

The maximum energy limit is 3 loops, and the maximum heart is 40 (2 rows), but the current version cannot be fully upgraded. After collecting the entire temple's blessing light and the heart container in the main plot/plot challenge, you can turn into up to 3 circles of energy and 38 hearts. If the collection has been completed, talking to the Statue will prompt that the current energy and mind have reached the upper limit. In the main plot challenge, a total of 6 heart containers can be obtained in 5 temples and when defeating the behind-the-scenes boss for the first time. Complete the huge underground magic figure plot challenge and you can also get a heart container.

Climbing

Climbing does not require tools; the only limitation is stamina. When facing a rock wall, push the joystick.

You can start climbing by using the pole. Pressing the jump button will result in a small ascent while significantly reducing stamina.

The stamina consumed by jumping is much greater than that consumed by climbing the same distance, so it is only recommended to use jumping to speed up when you are sure you can reach the top. This game includes sets that enhance climbing effects; each piece worn will increase climbing speed. However, increasing climbing speed does not mean that the stamina consumed will decrease; it only enhances the speed. Once the climbing set is upgraded to level 2, wearing the entire set will also grant a reduction in stamina consumption when jumping while climbing.

When climbing in the rain, there is a risk of slipping. There are two known conditions for slipping in the rain: One is that slipping is guaranteed after jumping, and the other is after climbing a certain distance. The strategy for climbing in the rain is to climb a certain distance first, and when it seems likely to slip, jump once. This way, the effective climbing distance can be maximized. Another method to tackle this challenge is to prepare anti-slip potions and the Diver's Set, which can delay the onset of slipping. Alternatively, waiting for the rain to stop by spending time at a campfire is also a viable option. You can use the Ultimate Hand to create an elevator (details can be found in the section on reversing the world later) or directly use the Zonai devices to create flying vehicles, which is much easier than forcing your way up.

Bird Viewing Platforms

There are a total of 15 Bird Viewing Platforms in this game, corresponding to 15 regions, with basic functions similar to the towers in 'Breath of the Wild.' Once unlocked, they will display map information of the surrounding area, but only names and terrain appearances; specific locations of shrines and functional facilities will only appear on the map when you get close. The process of unlocking a Bird Viewing Platform mostly involves solving a puzzle, and once the puzzle is completed, it can be used. Upon entering a Bird Viewing Platform, Link will be launched into the air, allowing him to overlook the continent from a height, making it easier to find important locations like shrines. Additionally, this can also be used to reach sky islands, climb onto dragon backs, or traverse terrain to reach target locations. Below are the unlocking methods for the Bird Viewing Platforms, and the corresponding locations can be referenced in the map section of this article. Sahasra Plain Bird Viewing Platform: First, enter the cave below the Bird Viewing Platform in Sahasra Plain, then use the Ascend ability to reach the inside of the Bird Viewing Platform. After that, remove the two long sticks that are wedged on either side of the door, and you can open the door for normal use.

Bubble Heights Birdwatch Tower: Upon arriving at the Birdwatch Tower, I found that the door could be opened directly, but the mechanism was not functioning. Near the north side of the Birdwatch Tower, there is a well; after jumping down, I discovered that Kaiachida, who was repairing the Birdwatch Tower, had fallen into a trap and was locked up. After returning to the ground, I walked south, and after descending the mountain, I was able to find

In the Ruins Cave of the Bubble High Ground, after entering, step on the mechanism so that Kaeya can repair the Bird's Eye View Tower. Use the Ascend ability to directly reach the ground; the Bird's Eye View Tower has been repaired and can be used immediately.

Ortin Canyon Bird's Eye View Tower: This tower was damaged by a falling object, causing the cover on top to fall to the ground, and the door below cannot be opened. The solution is simple: climb to the top of the tower, then drop down through the central pipe. Investigating the mechanism will open the back door, allowing the tower to function normally. Although the tower is quite high, there are several resting spots for Link in the middle, making it completely manageable to climb up even with just the initial stamina.

Zora's Domain Birdwatching Tower: The door to the Birdwatching Tower is blocked by mud. You can wash away the mud using water-based attacks (such as arrows infused with Water Fruits or Chuchu Jelly).

Urbosa's Mountain Birdwatching Tower: Although the door here is open, upon entering, you will find that the terminal is missing. After talking to the nearby Kunu Kida, you learn that the terminal has been taken by a large bird, which is circling around the Birdwatching Tower in the air. Next, you just need to shoot the large bird down with an arrow; one arrow is enough. However, if you miss, the bird will get startled and fly high into the sky, and at that point, you can only climb the tower. Fortunately, there is a landing point in the middle of the Birdwatching Tower. After aiming carefully, shoot the large bird with an arrow to retrieve the terminal. Once you bring the terminal back to the tower, Kunu Kida will install it, and that will complete the task.

Hyrule Field Birdwatching Tower: Surrounded by spikes, it can only be accessed by attacking from the nearby high platform. There are a large number of enemies near the birdwatching tower, but they can be ignored to head straight to the objective.

Rabura Mountain Birdwatching Tower: This birdwatching tower is located on a high platform in the center of the lake. Simply climbing up will allow you to open the door and access the terminal directly. There are various methods to reach it, but the most straightforward is to swim first and then climb, which requires players to find the right position and also has certain stamina limitations. The easiest method is to find a construction site by the lake, assemble a long wooden plank, and place it on the high platform to create a slope, making it easy to ascend. Notably, after launching from this birdwatching tower and flying southwest, you will arrive at the Courage Testing Island. Investigating the terminal will trigger a challenge that involves falling from a height and continuously passing through green rings. Successfully completing this will unlock the Tauun Shiyu Shrine. Near the shrine, there is a Zonau device manufacturer, and talking to the butler golem will allow you to re-challenge the Courage Jumping Ceremony for rewards. Additionally, there is a fairy (which can revive Link after his stamina is depleted) that can be accessed repeatedly.

Rabera Wetlands Birdwatching Tower: This birdwatching tower is surrounded by a large circle of thorns, which can be dealt with easily using fire! First, find a sunny day, then start a fire at any thorny area, preferably by throwing or shooting a fire fruit. You can also bundle flint and fire wood together and strike the flint with a sharp object to successfully ignite it. A torch can also be used, but it needs to burn for a certain amount of time. The thorns are all connected, so the fire will quickly spread. If you arrive here on a rainy day, just add one more step: use a wooden plank to block the thorns before igniting.

Lianier Mountain Birdwatching Tower: This birdwatching tower is located at the mountain's peak, making the journey long and troublesome due to the severe cold weather. The area around the tower has difficult-to-climb ice mountains, so it is recommended to follow the main road, which, although longer, is much safer. The tower itself has no mechanisms; simply open the door and access the terminal to take off.

Tzatziki Snowfield Birdwatch Tower: This birdwatch tower is located on a mushroom-shaped mountain, which is difficult to climb by normal means. It is recommended to build a flying vehicle to go directly up and then open the door.

Deibron Ruins Birdwatch Tower: After talking to Zikunda in the birdwatch tower, you will learn that the tower is broken. Observing the surroundings, you will find several floating platforms. Use the Ascend ability to reach the lowest floating platform, where you will find a rocket. The simplest method is to combine the shield with the rocket; by entering a defensive stance, you will take off. Using this method, ascend to the top of the tower, and use the Ultimate Hand to remove the floating platform that is pressing down on the tower's top, allowing it to be used normally.

Gerudo Canyon Birdwatch Tower: When you arrive at the small hill where the birdwatch tower is located, you will see Kunukida, who is trapped while trying to repair it. We need to attach something heavy on the other side of the crane to lift him to the birdwatch tower. Climb to the top of the small hill, where you can find metal boxes. Attaching about three metal boxes to the broken hook should be enough to lift Kunukida up. Once he has repaired it, the birdwatch tower can be used normally, and you will receive a Cold Steamed Mushroom as a reward.

Kargar Ridge Birdwatch Tower: The birdwatch tower can be used normally, but it is surrounded by thorns. You can either parachute directly from a height or light a fire to burn the thorns blocking the way. The temperature around the birdwatch tower is relatively low, so remember to wear cold-resistant gear or carry fire-element weapons.

Gerudo Highlands Birdwatch Tower: This birdwatch tower is buried in snow and cannot be accessed from the entrance. There is a cave entrance next to the birdwatch tower, which leads to the Emerald Plateau cave. After walking a few steps inside the cave, you will be blocked by a river. At this point, grab a wooden plank, lay it across the water, stand on it, and float downstream. After a while, you will see the base of the birdwatch tower. Wedge the plank under the base, stand on the plank, and use the Ascend ability to enter the birdwatch tower. The birdwatch tower itself operates normally and can be activated.

Gliding/Diving

The map in this game includes three main areas: sky islands, ground, and underground. When traveling and unlocking the map, the glider is always our reliable assistant. Jumping from a height and pressing the jump button again will open the glider, entering a gliding state. During this process, stamina will continuously deplete, and Link will move forward, easily reaching distant areas or overcoming obstacles. If stamina runs low while gliding, Link will fall directly, but there is one opportunity to open the glider before hitting the ground. This provides a certain buffer to avoid dying from a high fall. Additionally, after completing certain tasks, players will receive a glider appearance, heading southeast.

In Hateno Village, you can change the appearance of the glider by visiting the dye shop.

When jumping from the air, you can enter a dive state without any input; pressing the R button at this time will increase your speed. This process does not consume stamina and allows for slight directional adjustments, though it is not as responsive as the glider. When stamina is low, this can help alleviate pressure. Acceleration is mainly useful when you have already reached the area above your destination, such as jumping from a deep pit to the underground, allowing for a faster landing. Wearing the gliding suit enhances dive maneuverability, making directional adjustments more responsive and enabling you to glide further.

Time

Hyrule, like the real world, operates on a 24-hour clock system, where 1 minute in the game is approximately equal to 1 second in real life; however, the displayed time updates only every 5 minutes. The passage of time affects day and night cycles and lighting, which in turn influences the behavior of creatures and residents.

If you want to quickly adjust the time, there are two methods: sleeping and investigating campfires. Compared to this, Investigating campfires will be much simpler, as campfires are found everywhere, and you can even start a fire yourself without spending any money. However, regardless of the method, you cannot freely choose the time to skip; you can only roughly select early, noon, or late. Early is 5 AM, noon is 12 PM, and late is 9 PM.

Climate

High temperature

In high-temperature conditions, Link will continuously lose health. High-temperature environments are divided into two types: in desert areas, lightweight heat-resistant clothing (heat resistance) is required, while in volcanic areas, specialized fire-resistant clothing (fire resistance) is necessary. Equipping ice-element weapons can effectively counteract high temperatures, and consuming heat-resistant meals or potions is also a good choice. Additionally, heat is categorized into three levels, which can be viewed in the lower right corner of the screen.

The temperature gauge can be seen. The highest heat resistance level is level 2, and it cannot be increased further through cooking or armor effects. In volcanic areas, the durability of equipped wooden weapons, wooden bows, and wooden shields will continuously decrease until they disappear. Additionally, ingredients taken out will automatically cook into meals, while bomb flowers and explosive barrels will automatically explode as soon as they are taken out.

Low Temperature

In low-temperature conditions, Link will continuously lose HP and needs to consume cold-resistant food or potions, or wear cold-resistant gear to counteract the effects. Equipment with cold resistance can effectively withstand low temperatures, and eating food with cold resistance is also a good choice. Similar to heat, cold has three levels, but the maximum cold resistance level is 2. The most common

Level 3 cold conditions occur in icy water, where even with level 2 cold resistance, health will quickly deplete. In low-temperature situations, some items will change, for example, dropped meat (including what is taken from the inventory) will immediately turn into frozen meat, which can provide heat resistance.

[TIPS] The temperature difference between day and night in desert areas is extreme; the daytime heat is unbearable, while the nighttime cold is biting. If you only have cold resistance, it is advisable to explore the desert at night, and vice versa.

Rainy Weather

Rainy weather is very unfavorable for adventuring; cliffs become slippery, and after climbing a certain distance, you may fall. Additionally, it is impossible to start a fire in the rain, so you need to find a place to shelter from it. If you encounter a thunderstorm, you must be especially cautious. At this time, any metal equipment in your inventory will have a glowing mark.

If the player is carrying metal equipment, there is a high chance of being struck by lightning. A warning will appear when lightning is targeting you, and you need to quickly find a sheltered spot or remove the metal equipment. Being struck by lightning will result in a significant loss of health.

Materials and Rupees

The game features a vast array of materials to collect, including but not limited to monster parts, meat, insects, plants, and wood. These materials can be edible, used for enhancements, or serve as items that can be directly used or thrown for effect. Additionally, the game introduces a construction mechanic using surplus materials, where all materials attached to weapons will provide a certain amount of attack power and grant their own unique properties (details can be found in the later section on surplus material construction).

The currency in Hyrule is Rupees, which can be obtained through various means, such as completing challenges (side quests), opening treasure chests, selling materials, and assisting with roadside advertisements, among others. Gems, diamonds, and ore materials often have higher prices. Expensive and can be sold to merchants for profit. Near Goron City in the volcanic region, there is a Gerudo woman who buys ores, which is a mini-challenge. She will buy gems from players in batches of ten for each type, offering a price that is 10% higher than regular merchants, but this is limited to one transaction. Defeating mages in the wild will drop various attribute weapons, which can be disassembled in the starting village to obtain attribute gems that can be sold for a high price at merchants.

In many places, there are mini-games for players to challenge themselves, generally requiring a certain entry fee. After completing the challenge, players can receive generous rewards. These mini-games can be played infinitely, providing a way to obtain resources without limit. Head to the southwest of the Hyrule Field Bird's Eye View to find the arena ruins.

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Main Story Challenges
Plot Challenges
Mini Challenges
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Krog's Fruit
Database
In-depth Research

Head to the slope here. You can start the challenge for 30 rupees, where you need to combine surrounding devices like springs and weebles to strike the bell with sufficient force to complete the challenge and earn a ruby (selling price 110 rupees).

After saving the blueprint of the created device, you can enjoy a one-time effort; from then on, you only need to activate the blueprint during challenges to automatically absorb nearby devices and assemble them.

When the Blood Moon rises, the abilities of monsters will be enhanced, and cooking will definitely yield great success. However, the greatest significance of the Blood Moon is that it resets everything: defeated enemies, collected materials, and weapons (only those directly placed in the world) will reappear. The octopus in the volcano can swallow weapons, restoring their durability and granting new attributes upon return, but each can only be used once. By passing through the Blood Moon, you can refresh the state and let the octopus return to work!

A cursor appears, and in this state, amiibo data can be read. Through amiibo, you can obtain a large number of dishes, arrows, weapons, shields, and armor (current armor can be obtained through normal means), as well as glider appearances (dyes) and other items.

Cooking

Cooking is the primary means for Link to restore health in this game. Link can consume meals in almost any state, and the effects of meals are quite broad. In addition to the basic HP restoration, special dishes can also replenish stamina, increase health or stamina limits, boost movement speed, and enhance attack or defense power. To cook, you first need to gather ingredients. You can obtain ingredients by hunting animals, collecting plants, and so on. Then, enter the material pouch interface, press the X button to enter the holding state, and then press the A button to select ingredients. You can hold up to five ingredients at once. After that, press the B button to exit, place the ingredients into the pot over the fire, and you can cook the meal. Here are the basic principles of cooking.

1. Ingredients that humans can eat can be mixed to create meals, while insects and monster parts can be combined to make elixirs. However, mixing food with insects or monster parts will result in failed dishes.

Note: In Hateno Village, you can trigger the side quest 'Teacher, Teach Me,' which allows you to learn the recipe for monster dishes. Using the local specialty monster essence can also successfully create meals.

2. By the name of the ingredients, one can determine what special effects will be gained when used in cooking. The specific rules are: health (fully restores health and temporarily increases the maximum health limit), stamina. (Restores energy), Perseverance (temporarily increases energy limit), Cold Resistance (increases heat resistance), Warmth (increases cold resistance), Numbness (increases electric resistance), Fireproof (prevents catching fire), Speed (increases movement speed), Stealth (reduces noise when moving), Great Sword (increases attack power), Armor (increases defense) and so on. Note that cooking two ingredients with opposing effects together will cause both to lose their effects.

3. Directly throwing ingredients into the fire will yield heated food, which is more effective than consuming them raw. However, if they are left in the fire for too long, the ingredients will disappear. Additionally, grilling will cause the food to lose its original special effects.

4. When cooking, there is a certain chance of achieving a great success, where the resulting dish will have better recovery effects or the duration of any special effects will be extended. Adding seasonings such as cane sugar or goat butter during cooking will increase the chance of great success. However, if dragon materials are added during cooking, or if the dish is prepared right after a Blood Moon, a great success is guaranteed.

5. Among dragon materials, horn fragments provide the best effects for auxiliary dishes. They not only guarantee great success but also enhance recovery power and extend the duration of special effects to 30 minutes.

Blood Moon

Although Hyrule's land has a concept of 'day' similar to reality, it does not have the concept of 'moon'. The Blood Moon will definitely trigger a cutscene every three hours in real life. When it appears, you can press the X button to skip the cutscene after it starts by pressing the + button.

amiibo

To use amiibo, you first need to change the first option to allow amiibo usage in the settings. If this is your first time using amiibo on the Nintendo Switch, you will also need to make some settings adjustments on the console interface. After completing the setup, let Link activate the amiibo ability, and items will appear on the ground.

A cursor appears, and in this state, amiibo data can be read. Through amiibo, you can obtain a large number of dishes, arrows, weapons, shields, and armor (current armor can be obtained through normal means), as well as glider appearances (dyes) and other items.

Save and load

Each amiibo can only be used once per day. If you summon the desired item, save after obtaining it. If you do not get the desired item, you can use this method: summon the desired item, then load the save back to any location where amiibo can be used, allowing you to resummon. Manually save at that location, and continue until you get the desired item.

Change Time

This method is suitable for those who want to farm multiple items corresponding to a specific amiibo, or simply want to quickly obtain a large amount of resources. After activating the amiibo and collecting all items, save the game, then press the HOME button to return to the main interface, go to Settings → Console → Date and Time, and change the current time to any time different from the current one.

One day; then press the HOME button, stop the cursor on the game, press the Y button, select exit game. Finally, restart the game, log into your account, load the save file, and you can immediately use amiibo. If you have set it to sync with the internet, you will not be able to freely change the time; you can turn off the sync in the 'Date and Time' settings.

Ultimate Hand

The Ultimate Hand is the core ability of this game | It allows you to manipulate objects and assemble various items (it's very easy to understand, just connecting them from a distance). The basic usage method is not complicated.

It is complex, but its applicability is extremely broad, and when combined with the Zonai devices, it offers infinite possibilities.

Nature.

Basic usage: After lifting an item, pressing the up/down directional keys allows it to move forward/backward. When character movement is restricted, this method can be used to hover the item near the target area (for example, lifting an item over a cliff). When using the Ultrahand, hold the R key and use the directional keys to rotate vertically and horizontally. However, it is not possible to rotate sideways directly; it is recommended to first adjust your position to the side of the item and then perform the rotation. Alternatively, you can rotate multiple times in both horizontal and vertical directions to let the item fall to the ground, adjust its orientation, and then stand it up. Using the Ultrahand in combat can also be effective; for example, when facing a block golem, you can grab parts of its body to restrict its movement. Grabbing the core block can even trigger a knockdown.

Assembly: All items that can be grabbed with the Ultrahand can be connected to each other (after lifting an item, press the A button), forming a whole. Depending on the needs, different objects can be assembled in various ways to achieve unique effects. For example, combining multiple wooden planks to extend a path and cross obstacles; combining a hook with a wooden plank to build a cable car; or assembling in a specific way to secure objects. Some treasure chests can also be moved closer from high places, far away, or from the water using assembly. These are all non...

The basic usage involves simple applications, while advanced usage focuses on combining Zonai devices. The combined devices will activate together and produce different characteristics. For example, by combining a joystick with other devices, you can use it to activate devices and control direction.

Disassembly: After using the Ultrahand to grab an item, you can disassemble the specified item by shaking the right joystick left and right or by using motion controls. It is important to note that this will disconnect the specified item from all other items.

Note: Equipped items will disappear after exceeding a certain distance, dying, loading a save, or entering/exiting a shrine!

Material Construction

This ability can add materials to shields (press ZL after using the ability), weapons (press Y after using the ability), and arrows (press ↑ while shooting), thereby increasing attack power and adding extra characteristics. Material construction will retain the original weapon's attributes and special effects (e.g.

For example, by enhancing the weapon's attributes and material characteristics (such as increasing charge speed and releasing vacuum blades), and by adding residual properties. For instance, adding rock to a weapon makes all attacks count as hammer strikes, making it easier to break obstacles and mine. Additionally, attaching mushrooms to a stone-splitting sword (which is more effective at shattering rocks) will increase the efficiency of breaking stones.

Low. Additionally, weapons like stone axes are actually in a state of having been constructed from leftover materials.

After opening the backpack, you can delete leftover construction materials at the corresponding weapon slot, but the deleted materials will disappear directly (the durability added to the weapon will also be lost). Find the dismantling shop in the village of Hateno on the east side of the map, where you can spend a small amount of rupees to separate weapons and materials. For example, the gem weapons dropped by defeating the robed sorcerers can be dismantled in this way to sell the gems, and many rare materials (which themselves do not have durability settings) can also be reused in this manner.

When using materials (including stones in the scene, Zonai devices, etc.) as leftovers, the corresponding durability of the weapon will increase, allowing for extended use when the weapon is about to break. However, the setting for leftover durability of weapons cannot achieve infinite durability through repeated construction. Weapons that have exhausted their leftover durability can be synthesized as leftovers to other weapons, and then taken to the dismantling shop to restore them. A common method is to go to the volcanic area in the eastern part of the map and feed the weapon to the octopus (once per weapon, but it will refresh with the appearance of a Blood Moon), which will completely restore the weapon's durability and refresh its attributes.

When using a weapon as a material, the weapon's attack power will directly stack. Durability, however, needs to be discussed on a case-by-case basis. If the material's durability is lower than that of the base weapon, the material weapon will take damage first. If the material weapon's durability is greater than or equal to that of the base weapon, both will take damage together. It is recommended to use high-durability weapons as the base to enhance overall output sustainability.

When combining one-handed weapons with two-handed weapons, it can achieve a combination of high attack speed, wide range, and high damage, while also allowing for shield defense at any time. When using a two-handed sword as the base, it can also achieve a super wide range of 'firepower' suppression by extending the weapon's charged attack. Weapons used as materials will not trigger their own effects (such as reduced charge time); for example, using the Sword of Malice as a material will not trigger the effect of losing health upon attack.

When using a shield as a material, even with dual-wielded weapons, raising the weapon allows for defense (ZL button) or shield parry (ZL + A button). At this time, the shield will provide attack power to the weapon, similar to when using materials for construction.

After adding various attributes from monster materials to a weapon, it can perform melee attacks with the corresponding attributes. After adding red, blue, yellow gems and protein stones, it can also unleash fire, ice, electric, and water attribute ranged attacks. After performing a certain number of attribute attacks with the weapon (limited to attribute materials, not Zonai devices), the weapon will temporarily lose its attribute effect, visually appearing to have lost its color. After the cooldown period ends, it can unleash attribute attacks again; during this time, if an attack is made, it will delay the recovery of the attribute effect. To address this, a small trick from a previous game can be utilized: when the attribute weapon is about to 'run out of power,' switch to another weapon, and then take out the attribute weapon again to refresh its status.

[TIPS] When adding ice/fire attribute materials to shields and weapons, it can provide a certain level of heat/cold resistance.

After attaching the Zonai device to a weapon, it can trigger corresponding functions through attacks or throws. A practical combination is the cannon with a long spear (other weapons can easily cause self-harm). During the attack or preparation for a throw, it can fire forward, making it highly efficient for breaking obstacles. A visually impressive combination is the boomerang with the heads of the fire dragon, ice dragon, and thunder dragon, which can cause wide-area elemental damage when thrown, but it may occasionally harm the user (in fact, the fire dragon boomerang is quite...

The body will not harm itself, but it can trigger surrounding scene effects, such as igniting grass piles; use with caution. However, this is still a relatively inexpensive way to create attribute weapons. Although the output does not have the cooldown limitations of conventional attribute weapons, it is constrained by battery life and has a low attack power increase, focusing more on functionality.

In general, it is not recommended to attach shields or weapons to the shield; it is better to add functional materials to it.

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For example, after attaching a minecart to the shield, using a shield jump (jumping while holding the shield + A) allows it to be used like a skateboard, making travel more efficient and reducing durability loss; combining a shield jump with frozen meat can significantly reduce durability consumption and make the surface smoother, increasing sliding efficiency; attaching explosives (explosive barrels, bomb flowers) to the shield can cause widespread damage to the surroundings while defending against attacks, and the user will not be affected; similarly, using a shield jump can allow the user to take off from the ground, greatly increasing height (similar to a spring); after equipping the shield with a rocket, the user can take off vertically when holding the shield, which is ideal for overcoming obstacles. Preparing a rocket shield before entering a temple makes it easy to 'skip class'; using a rocket shield jump can also quickly propel the user forward, with the rocket being a one-time item that disappears after use; after attaching a mirror to the shield, it can reflect intense sunlight, allowing for significant...

Limit the movement of ordinary enemies; when equipping wings on the shield, jumping in place can increase hang time, allowing you to draw your bow and trigger Link's time; installing a fire hydrant on the shield allows you to spray water anytime and anywhere. When using a lightning attribute weapon while holding the shield, you can trigger a large area electric current effect anytime and anywhere (common triggering scenarios are rainy days, near water, or hitting metal). In combat, the ice attribute material shield and the combination of lightning attribute weapons are also commonly used, achieving multiple effects such as control, damage increase, and area damage. Additionally, there are many Zonai devices that can be triggered by holding the shield or bring new features to shield jumps. I won't elaborate further on this; I'll leave it for players to explore! It is important to note that using Zonai devices with the shield will not only consume batteries but also a large amount of durability.

Long.

[TIPS] After defeating many BOSSes, a material will drop at the location that cannot be picked up, which is used for building with leftover materials! This material generally has a good attack power bonus, and some materials will also grant attribute effects.

This game does not feature different types of arrows; instead, their functions are dispersed among the materials used for construction, resulting in richer gameplay and higher damage. When shooting arrows, pressing a button allows you to shoot out materials along with the arrow, which will enhance its attack power and add effects based on the properties of the materials. Useful materials include various monster eyeballs, which can directly lock onto enemy weak points, making them excellent helpers for quickly dealing burst damage and causing stagger, showing impressive performance in various boss battles. Winged materials can make arrows fly farther, and monster materials or fruits with attributes can also enchant arrows. There are many items whose effects are consistent with throwing. This way, functional items can be triggered from a distance, such as using a Chaos Fruit to create distractions from an extremely long range. If the special effect of the arrow is to shoot multiple arrows simultaneously, it will only consume one arrow and one material, and each arrow will carry the special effect. This type of multi-shot arrow is used for shooting.

The yield from materials is very high. When shooting at armored enemies, a single bomb shot can deal multiple damage hits, quickly breaking their armor. When firing the ancient blade, it can directly kill ordinary enemies (non-BOSS), but its materials cannot be obtained. This applies to certain strong enemies in outpost battles and underground areas, allowing players to skip combat and open treasure chests.

Ascend

The variety of the Ascend ability is not as extensive as other abilities, but it is still very practical. It allows players to directly pass through obstacles above them and reach the area above, and there are many scenes with areas that can only be accessed using the Ascend ability. When using Ascend, Link has certain limitations regarding the distance and contact area with the object; if the distance is too far or the contact area is too small, it cannot be triggered. Generally speaking, as long as the contact area is larger than the range indicated by the Ascend circle, it can be successful. Small balls and wood used for puzzles in shrines can be passed through. Additionally, Ascend does not have restrictions on the thickness of objects.

As long as the requirements are met, successful traversal can be achieved. During the entire process of the Ascend ability, game time will pause, so there is no need to worry about being attacked by enemies. Therefore, when arriving at a new scene, if the surroundings seem unfavorable, you can press the B button to return. When facing certain large enemies, you can also use the Ascend ability to reach their heads, such as with Stone Talus or Block Golems. The Ascend ability, when used in conjunction with Ultrahand and Rewind, can easily allow you to reach very high terrains. For example, by assembling several pieces of wood and lifting them, you can use Rewind to make them float, then stand below and use the Ascend ability.

Rewind

The operation for reversing time is as follows: press the L button to trigger the ability, aim at the object with the right joystick, and press the A button to confirm, which will cause the object to revert to a position from some time ago. During this process, the effects of gravity, water flow, and other factors are ignored, but it will interact with items along the way, changing their motion states. After pressing the L button, there is a time stop effect before triggering the reversal, allowing ample time to perform actions.

Operation. However, there will be a brief delay before triggering this time stop. If a projectile is too close when it approaches, it will still hit Link and interrupt the subsequent ability casting. The casting distance of this ability is quite far, and objects within the field of view can generally be selected. When casting, the current perspective will be fixed, and then objects will be selected from that perspective. If there are obstacles blocking the view, you can

to adjust the perspective in advance (commonly used is the overhead view, which can see over obstacles and terrain edges), and then use the ability.

The usage scenarios for the ability to reverse time are actually quite rich. In addition to the most basic applications like reversing mechanisms and making wooden boards flow upstream for puzzle-solving, there are many diverse methods for everyday exploration and combat. For example, using the Ultrahand to lift an object and then applying the time reversal ability can create an elevator effect. This is particularly effective on walls that cannot be climbed, such as wet or icy surfaces, or in temple environments. Additionally, there are many large stones that have fallen from sky islands on the Hyrule continent, which emit a blue effect as they descend. By using the time reversal ability on these stones after they land, you can ride them into the air. This is a common method for gliding across terrain, climbing onto dragon backs, surveying the continent, or reaching some of the lower sky islands. When materials, Zonai devices, and other items fall on slopes or cliffs, you can use the time reversal ability combined with the Ultrahand to bring them back to your side. Similarly, when encountering certain situations that require...

In scenes where items need to be transported, you can also use the Ultrahand to lift items, then release them and use Recall; by reaching the other side or a higher point to grab the item again, you can make the item cross cliffs and reach higher locations. The Zonai device - Wing requires assistance to take off; by lifting it with the Ultrahand and then releasing it, you can use Recall to allow it to take off regardless of the terrain, and players can easily 'board' it.

In combat, when facing many throwing attacks (such as the rock spit from a Lynel or the boulders thrown by a Stone Talus), you can use the Recall ability to return the projectiles to their source and deal damage. When a Block Golem uses blocks for ranged attacks, you can easily neutralize the attack by utilizing the time stop effect of your abilities along with Recall. By returning the blocks to the golem in this way, you can also step on top of them to reach its head, allowing you to easily attack its weak point. When a boomerang is thrown, using Recall on it as it returns will allow it to come back along its path, enabling another round of attacks.

Zonai Devices

These devices are scattered throughout the world and are essential items for solving puzzles and creating transportation/combat tools. They come in various types and cover a wide range of functions. In some puzzle-solving scenarios, corresponding Zonai Devices often appear nearby, so there is no need to worry about missing key items.

In temples, various Zonai Devices are frequently utilized. When they fall off the map or are constructed from leftover materials, they will immediately refresh. Although they cannot be taken directly, they can be constructed using leftover materials and attached to shields or weapons (prioritizing functionality, such as rockets or wing shields). In the wild,

Zonai Devices generally have a surplus. For example, when needing to build a 'boat' to cross a river, there will be extra fans nearby or other means of transportation provided. If these devices are missed (such as falling off a cliff or drifting away with the current), they will not refresh immediately but will return to their original state over time.

When exploring outside the shrine and during combat, the most commonly used item is the portable capsule obtained from the Zonai device manufacturing machine (which resembles a gacha machine), allowing players to take it out and use it anytime and anywhere. The manufacturing machines are primarily located on sky islands (25 locations), with 3 more on the ground and 2 underground; specific locations can be referenced in the map section later. After putting in Zonai-related materials into the machine, players will randomly receive a capsule from the current machine's corresponding prize pool. It is important to pay special attention before drawing.

Zonai energy and large Zonai energy are the main tokens for drawing, with a higher output from the gacha. Additionally, putting 5 materials into the machine at once will yield significantly more than putting in 5 materials separately. Therefore, it is recommended to use Zonai energy for a 5 consecutive draw at the manufacturing machine.

Note: After using large Zonai energy in the inventory, players can temporarily avoid consuming battery power. The effect does not stack, but the duration can be refreshed by repeated use.

Many Zonai devices require power consumption, generally activated by attacks or the joystick. When multiple devices are connected together, they will activate simultaneously and consume power. While wings and hot air balloons do not consume power, they will automatically be destroyed after being used for a certain period.

Battery Expansion

The maximum capacity of the battery is 16 slots. After upgrading to 8 slots, the battery capacity turns blue, indicating the second power level. To expand the battery, you need to find a battery manufacturing facility, where there will be a dormant refining golem nearby. You must awaken it to unlock the corresponding function (the landmark will not be displayed before unlocking). You only need to find one battery manufacturing facility; there are no special requirements. There are two locations on the main storyline path that can be unlocked quite early.

One is located at the entrance of the last shrine on the initial sky island, and the other is to the right outside the north gate of the Watchtower (located above a giant rock).

Manufacturing batteries requires a large amount of Zonai Energy Crystals; every 100 crystals can upgrade 1/3 of a battery's capacity. The main methods to obtain crystals are as follows (some chests can also yield crystals, but this is not the primary method):

1. In the refining golem area, exchange using Zonai Crystals. Most refining golems are located in underground abandoned mine areas (there is also one in the cave of the initial sky island, but it can only be exchanged for regular minerals, which is less efficient). Each refining golem has a limited supply, and even if you stockpile a large amount of Zonai Crystals, you cannot exchange for enough crystals at once. The inventory can refresh two to three times within about a day of real-time. The Zonai Crystals used for exchanging crystals are distributed throughout the world.

Mainly obtained through mining or defeating golem-type monsters and underground monsters. Ore is primarily distributed in caves and underground areas, with a higher density and distribution of ore underground.

2. Defeating BOSS in underground areas and opening treasure chests can yield 100 crystals at once, which is an efficient way to obtain a large number of crystals.

The refining golems underground will provide four types of products: small crystals, large crystals, small energy, and large energy, with the following prices:

Product Name	3 Left Naniums required for exchange
: Zonai Energy Crystals	
Large Zonai Energy Crystal	2 Left Naniums and 3 large Left Naniums
Large Zonai Energy	1 large Left Nanium

Note: 1 large Left Nanium crystal is equivalent to 20 Left Nanium crystals. After obtaining the large crystal, it will be directly converted into the number of crystals.

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Blueprint

This ability can only be unlocked after leaving the initial sky island. The location to obtain it is in the central large abandoned mine underground, which is located beneath the initial platform southwest of Central Hyrule. Enter the underground through the deep hole and complete the tutorial task in the abandoned mine to unlock the ability. The blueprint can record the combinations of items created by the player (using the Ultrahand), such as crafted flying machines, land vehicles, and other transportation tools, or various homemade 'Gundams'. When using the ability, select a combination from the records, and if the surrounding environment has the corresponding materials, it will automatically complete the assembly. If the required materials are not available, it will consume Zonai Charges (commonly known as 'mines') to create the device out of thin air (the color of the device at this time will differ slightly). Of course, the blueprints are not limited to Zonai devices; even wooden planks by the roadside or small balls in temples can be copied, as long as they can be grabbed and assembled with the Ultrahand. Additionally, after completing certain tasks or opening treasure chests, players will receive design plans, which are already assembled devices that can be used directly. However, these design plans are not mandatory and can be created manually.

Reproduced.

There are some interesting uses for blueprints. For example, when discovering useful vehicles or automatic weapons in the wild, in temples, or at enemy bases, you can simply stick something onto them or disassemble parts to reassemble them, allowing you to collect them. Once added to your favorites, you can create them anytime and anywhere. Another use takes advantage of the blueprint's ability to automatically absorb nearby materials. By finding a location dense with apples in advance, you can use the ultimate hand to stick multiple apples together. When you activate the blueprint function and set this assembled pile of apples as a favorite, you can return to the apple tree and select that configuration from the blueprint, and it will automatically attract the surrounding apples (without needing to click to create), making it a convenient method for apple gathering (the same applies to other fruits).

Note: Items created out of thin air using blueprints will disappear when disassembled. Materials, weapons, monster materials, etc., copied in this way cannot be used normally and cannot be used for building or cooking.

Camera

The unlocking of the camera function is related to a main storyline challenge. Go to the north side of the Watchtower to find Joshua and accept the main challenge 'Take a Picture of the Underground People.' Enter the underground through the deep pit to complete the task and unlock the camera function.

The main purpose of the camera is to complete the encyclopedia, which requires recording it in the form of photographs and unlocking the corresponding data in the encyclopedia. When taking a photo, pay attention to the lens prompts; if it is a new entry, it will be displayed in yellow, while an existing entry will be shown in blue. You must wait for the name of the subject to appear before taking the photo for it to be effective.

encyclopedia

By taking photos, you can record five types of information: wildlife, monsters, materials, weapons, and treasure chests. For example, on the monster information page, you can learn about its detailed characteristics, main habitats, and collectible materials,

which can provide significant assistance during exploration. Completing side quests (after unlocking the blueprint function, help Robeli repair the hot air balloon at the lookout fortress) and unlocking the research institute (located southeast on the map, on the mountain east of Hateno Village,

On the slope) can be directly purchased with money, but the cost is not low. Many players are still quite willing to complete the encyclopedia themselves. However, this leads to some minor issues. If you have purchased the encyclopedia, it is not difficult to find that the photos used in the official encyclopedia are of a quality that cannot be matched by the photos taken by players in the game.

Each photo in the official encyclopedia is textbook-level, with very exquisite composition. However, the reality is harsh; even deleting your own photos does not help. You can only retake photos to replace them, and you cannot reactivate the official version.

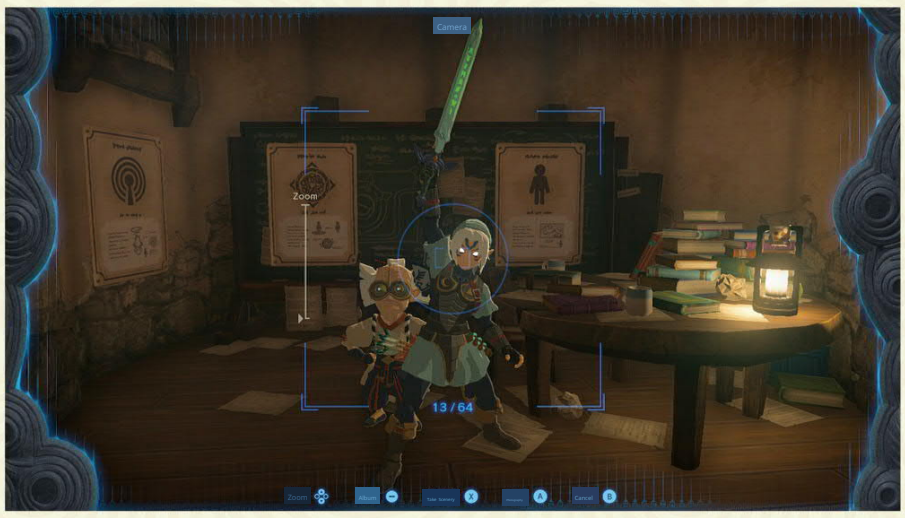
[TIPS] The encyclopedia corresponding to the pumpkin can only be unlocked through the mini-challenges in Hateno Village and cannot be purchased.

Selfie

By pressing the X button while taking a photo, you can switch the camera to take a selfie. At this time, using the left joystick in four directions, you can strike four different poses. A slightly less obvious trick is to hold down the ZL button while adjusting the left joystick up, down, left, or right, which allows you to create different weapon poses. Moreover, the weapon pose will also relate to the weapon currently equipped, with single

The one-handed sword has different actions when equipped with and without a shield. For example, when using a one-handed sword without a shield, pressing and holding the ZL button while pushing the left joystick to the left will create a pose resembling a sword pointing to the sky. Additionally, when Link is in extreme conditions such as high temperatures or low temperatures, there will also be different changes when taking selfies. In such states, players must act quickly when taking selfies, as any loss of health will forcibly exit the selfie mode.

Research Institute Functions



The research institute is located on the hillside east of Hateno Village and includes four functions: temple sensor, teleport marker, footprint mode, and compendium sensor (with a paid unlock for the compendium). To access these services, you need to complete a prerequisite task, after which NPC Robeli will return to the research institute. The prerequisite tasks are as follows: first, find Joshua in the watchtower (north side) to trigger 'Take a Photo of the Underground People' to unlock the camera. Then, go to the underground area near the initial plateau southwest of Central Hyrule, and unlock the blueprint function in the Central Great Abandoned Mine. Return to the watchtower (north side) and talk to Joshua again; after repairing the hot air balloon, Robeli will return to his ancient research institute. Once you complete the four prerequisite tasks in the research institute, you will unlock the corresponding features.

Function.

Temple Sensor: It can sense nearby temples, and when moving towards a temple, the icon in the lower right corner will react and provide an audio alert. The operation method is to open the map and press the Y button to activate it.

Compendium Sensor: Functions similarly to the Temple Sensor, but its range extends to all items included in the compendium. After completing the prerequisite unlocking conditions, you can open the compendium and set the desired item to be sensed (you need to unlock the corresponding item in the compendium).

Footprint Mode: After opening the map, pressing the X button allows you to see the action trajectory from the past 256 hours (save time) and will record the location of deaths.

It's not an essential feature, but it's quite interesting. If you ride on the back of a dragon and circle around Hyrule, you can see the specific movement trajectories of each dragon.

Teleport Marker: Simply put, it is a teleportation point that you can set yourself. After reaching the corresponding location, open the menu and select Important. Items → By using the teleport marker, you can set a teleport point at your current location. After that, when you open the map, you can teleport to this location at any time. After unlocking 15 bird towers, you can obtain 3 markers (3 is the maximum). If you want to withdraw a set marker, simply open the map and select the corresponding marker to retrieve it.

Sage Abilities

The unlocking of Sage abilities is tied to the main storyline, and specific unlocking methods can be referenced in the main quest challenge section. Their manifestation is as companions that follow Link. They will automatically attack enemies, but their damage output is not very high; their primary function is utility. However, they can attract some enemy aggro, and they do not lose health or die. To use the corresponding Sage's ability, you first need to find their location, approach them, and press the A button to interact. Most Sage abilities have a cooldown period, and each has different characteristics. The specific usage methods and functions are as follows.

The Wind Sage Tulin: The only sage that can follow Link in the air while flying. After interaction, he will first enter a preparation state, and pressing the A button again will generate a forward wind field. While gliding in the air, it allows for wind-assisted movement, not only increasing gliding speed but also helping players reach farther locations. Additionally, the wind field can also act... Nearby small items and enemies can be blown off cliffs. Of course... dropped materials and gacha prizes will also be blown away! In daily combat, Bokoblins will use bows to shoot arrows, easily hitting enemy weak points, which can provide significant assistance in battles, but they are not very stable.

The Sage of Fire, Yunobo: Interacting will enter aiming mode, and pressing the A button again will allow Yunobo to roll and strike in the specified direction, with this strike carrying fire attribute effects. Yunobo's movement is influenced by factors such as gravity; going uphill allows him to fly further and higher, while stepping into empty space will cause him to fall. This is mainly suitable for breaking ores and cracked stone piles, and is useful for exploring Cave 14. An excellent helper in scenes like caves, it also has its own unique features, such as the ability to follow Link while riding vehicles (a control stick is required). At this time, the companion will always be in aiming mode, and moving the camera will adjust its direction. Once thrown, it will return as soon as it touches an obstacle, allowing for the next throw without waiting for a cooldown.

Water Sage Sidon: After interaction, it grants Link a water barrier with two uses. First, it acts as a shield effect, which will absorb one instance of damage; after blocking an attack, the barrier will shatter. The cooldown time for this skill is the same as the duration of the water barrier. Additionally, the water barrier will apply a wet effect to Link (which lasts for a while even after the barrier breaks), reducing the impact of flames and triggering the passive effect of the Zora Spear (ability enhancement while in a wet state). Another effect is to consume the water barrier through attacks, releasing a ranged water flow attack that changes characteristics based on the weapon type. A one-handed sword produces a wide fan-shaped water blade, a two-handed sword has a larger range but shorter distance, and a spear is faster, with a narrower range and longer distance. If a lightning attribute weapon is used to attack, it can directly trigger an electric current effect, causing area damage and making enemies drop their weapons.

The Sage of Thunder, Riju: After interacting, Riju will begin to charge up, and the surrounding thunder field will continuously expand outward, canceling once it exceeds the maximum range. Shooting enemies or objects within the thunder field will inflict high damage with lightning and explosive effects. In the Gerudo Desert area, it is the best tool for destroying enemy nests and defeating temple bosses. However, the judgment of this lightning differs from that of lightning attribute attacks and cannot trigger the electric current effect. Additionally, it is important to note that although this sage's ability is positioned as a ranged attack, Dew herself uses dual blades for close combat. During battles, she often finds herself deep within enemy lines, making it difficult to trigger her ability immediately or in a safe environment.

Sage Minoru of the Soul: This is the most special sage, and interacting with her allows you to control the mech. Press the A button to enter the cockpit. Press the B button and then press the A button to confirm, and you can exit the mech. The L/R buttons correspond to left and right hand attacks, while the Y button corresponds to the device on your back.

Pressing the X key will activate the connection ability, similar to building with leftover materials. The left hand, right hand, and back can be customized by connecting items, mostly in combination with the Zonai devices to enhance functionality. For example, attaching a fan to the back can increase movement speed, while attaching a rocket allows for a certain height of flight. The left and right hands are generally combined with items like spike hammers, dragon heads, and cannons, which are not very efficient in output but have certain functionalities. During the operation of the mech, players can ignore the effects of the miasma while walking. Since the sages will automatically attack enemies, many scenes can pose challenges for players, such as,

When searching for octopuses to repair weapons in the volcano, it is likely to be interrupted by the sages. When all five sages are following at the same time, the situation can become quite chaotic, making it difficult to identify which sage's ability is needed. Therefore, you can open the menu → select important items → choose the Sage's Pact → cancel the summoning of a specific sage to reduce operational errors.

The Will of the Sages: This is a reward obtained from opening certain treasure chests during exploration of the sky islands, totaling 20. After collecting 4, you can upgrade the abilities of the sages at the Goddess statue, thereby increasing their attack power.

There is another type of shrine that moves the puzzle elements outdoors; the process of unlocking these shrines can itself be considered a puzzle. For example, shrines hidden in caves require solving puzzles to become visible. Some shrines have lost their radiance and only retain a base. These shrines require finding a glowing green gem nearby and transporting it to the shrine. The interiors of these shrines often contain 'Raru's Blessing,' allowing players to directly obtain treasure chests and blessing light without any additional actions.

The interior of the shrine also has the following features:

1. Most wall materials cannot be climbed.

Climb.

2. The abilities of the sages and the Zonai capsule cannot be used, but devices can be pre-installed on shields and weapons before entering the shrine. For example, entering the shrine with a rocket shield allows you to easily overcome high obstacles.

3. The power of the Zonai devices is unlimited, and even if the battery has never been upgraded, it will not affect the shrine challenges.

[TIPS] For puzzles that require hitting the bullseye, using arrows to shoot bomb flowers can also solve them.

Shrine

Temples are one of the important gameplay elements in this game. Simply put, they are mazes that require solving puzzles and battling to progress, primarily revolving around several special abilities and Zonai devices. Each temple contains at least one treasure chest, and after collecting it, a mark indicating the chest will appear on the corresponding temple. The main reward for each temple is one Blessing Light, and every four Blessing Lights can be used to upgrade health or stamina at a Goddess statue. Additionally, temples serve as teleportation points; once reached and touched, they are considered unlocked. There is no need to complete them immediately, so when exploring the map, prioritize unlocking nearby temples. The tops of the temples emit a green light, making them quite noticeable, and after completing the challenge, the light will fade. Temples that have been unlocked but not yet completed are marked in beige on the map, providing a clear visual cue for checking off what has been missed.

Information. After taking off from a bird's perch, the view is very broad, making it suitable for using a telescope to mark distant temples to avoid missing them.

Many shrines can be seen as vivid teaching levels. Once the thought process is clear, there will be a deeper understanding of various abilities and devices. In addition to their names, shrines often have a subtitle, which generally represents the core idea of the puzzle. When you are at a loss for how to solve a puzzle, it is advisable to ponder the meaning of the subtitle and relate it to the actual situation.

Additionally, there are some shrines with special gameplay, such as the shrine called 'The Challenge of Being Alone,' where players cannot use their own weapons, equipment, or items upon entry. Players must utilize items within the scene to engage in combat, which includes some combat technique tutorials, such as stealth attacks and shield parries, as well as battles that test the player's overall abilities.

Cave

Caves often contain a lot of ores, making it easy to mine gems and other sellable items. Additionally, there are rewards such as treasure chests and supplies. Caves may also hide armor, which is typically found in treasure chests, and these chests are usually located in a prominent altar (although the altar is noticeable, the path to it is often difficult to find). Some areas designated as caves may not be named as such, for example, secret passages or giant fossils, and the specific classification varies.

Refer to the icon.

Lumi: A small creature that wanders near cave entrances, it is very timid and will run into the cave upon detecting nearby sounds. When seen in the wild, it indicates that there is a cave nearby; following it will lead you to the cave entrance. Additionally, attacking them can yield a large amount of rupees, so it is recommended to shoot them while in Link's time or to crouch and approach slowly before using a melee attack.

The Lost Items of Moryui: Each cave will contain this collectible. Moryui appears as a glowing frog, and after attacking it, players can collect the lost item. Once the collection is complete, the corresponding cave icon will be updated.

It will be checked. They are generally hidden quite deeply, requiring careful attention to hidden paths, and observing high places, broken rock fragments, and whether there are suitable locations for using the Ascend ability.

Cherry Blossom Trees: After finding cherry blossom trees around the world, offering apples to the container will trigger a special animation, and for a period of time, light beams will guide you to entrances in a wide area. This is the best method to quickly locate caves. The image above (the mural in the outer station of the plains) shows the approximate distribution of 8 cherry blossom trees.

Monster Merchant: After completing the prerequisite task (See the later section on storyline challenges) After that, the monster merchant will appear in the wild at night. By returning the lost items of the monster Yui, you can receive rewards in order. The rewards mainly include the Spirit Set (which consumes rupees instead of health when injured), monster masks (which do not attract the attention of corresponding enemies before attacking), and rare monster materials.

Krog

▲ The larger one is Bokoblin, and the smaller one is Korok.

Across the world, there are numerous creatures known as Koroks, commonly referred to as 'Yahaha.' They usually hide within the environment, and the process of finding them is akin to a small puzzle. Once found, you will receive a Korok seed as a reward, and there will be a corresponding marker on the map. By collecting Korok seeds, you can upgrade your weapon, shield, and bow inventory capacity at the NPC Bokoblin. Bokoblin's initial location is on the slope of Mount Labra, northwest of Central Hyrule, but as the game progresses, it will move directly to the Lookout Landing.

In the scene, there will be some Yahaha carrying backpacks; they have become separated from their friends, and we need to help them reunite. You need to use the Ultrahand and various means of transportation to bring them to their friends, with purple smoke rising near the destination. The required items will be along the way, but there are no strict requirements; making a flying machine for direct air transport is a more versatile method. It is important to note, and it is easy to overlook at first, that they can not only be grabbed with the Ultrahand but can also be attached to other items. Although the Ultrahand cannot directly grab living creatures, we are actually grabbing the backpack behind them. Each time you complete one of these friend-finding Korok collections, you will receive 2 Korok seeds at once.

Saddle Notice Board

In the wild, you can see many members trying to set up signboards. We need to use the items provided in the surroundings to secure the signboard. As long as it doesn't fall over, it counts as a success, and then we can interact with it.

Conversations with members can yield rewards such as rupees, meals, and items (often including lodging vouchers for stables). The shapes of the signboards and their geographical locations vary by region, requiring specific analysis of the situation. Generally, a solid foundation needs to be established first to stabilize the props supporting the wooden boards. A commonly used method is to utilize floating stones (capsules) to directly lift the signboards.

Horses and stables

In this game, Link can freely catch horses. The method to catch a horse is to approach a wild horse and press the A button to forcibly mount it. Depending on the horse's characteristics, sometimes it can be tamed immediately, while other times, you need to repeatedly press the L button to tame it. The taming process consumes stamina, and some advanced horses require a significant amount of stamina, but you can eat stamina dishes midway to solve the problem. Wild horses often have high alertness, and if you approach recklessly, they will flee. Fierce horses may even attack Link, so you should sneak up from behind. Even after taming a wild horse, it does not belong to the player yet; you need to go to a stable to register the horse. Stables are usually located on both sides of the road, and it's not difficult to find them by following the road. After talking to the stable owner, you can register the wild horse and rename it; only then does the horse truly belong to Link. The method to obtain the golden horse can be referenced in the challenge section later.

To quickly increase a horse's affection, simply present a bunch of apples in front of the horse, and it will happily eat them. The apples do not need to be thrown on the ground; holding them in your hands is sufficient. Registered horses can be called by pressing the ↓ button on the map. However, they cannot respond to every call; they will only respond if they are not far from Link and there are no terrain obstacles. Since they need to physically walk to Link's side, horses near cliffs generally cannot come close. However, you can use the stable to call back wild horses and retrieve registered horses. If there is a save file of 'Breath of the Wild' on the Nintendo Switch (using the same account as when playing this game), you can inherit the horses registered in the previous game.

This time, a system of way station points has been added. Each time you visit a way station or sleep at a way station, points will accumulate. After obtaining enough points, you can receive rewards from a small window on the side, such as increasing special bed slots (which provide temporary hearts), logging numbers, unlocking horse decorations, and more. Additionally, important items like harnesses, traveler reins, and traveler saddles will be unlocked at the way stations. Once you have these, you can have horses pull carts and transport goods. It is worth mentioning that the four Great Fairies used for armor enhancement are located near the way stations and need to be unlocked by completing side quests in the surrounding area (details can be found in the later section on storyline challenges).

Waystation Points

The station points are a new feature in this game. When Link uses the services of a station, he can earn station points. Accumulating a certain number of station points will grant various rewards. The main ways to earn station points are as follows:

1. +1 when visiting a station for the first time. Limited to once per station, including sub-stations. 2. Completing mini-challenges related to the station can also earn points. 1. Earn 1 to 2 points, limited to once. 3. Registering new horses at the station, +1 for each horse, can be repeated.

4. Spending money to stay at the station, +1 each time, can be repeated. There is no difference between a regular bed and a horse bed.

Here is the list of rewards obtained after accumulating stable points:

5 points,	The fabric of the Horse God, the be
7 points,	d of the Horse God
10 points	Login horse count +1, T
, 13 point	raveler's saddle, Traveler's re
s, 16 poin	ins, decorative horse ser
ts, 20 poi	vice, login horse count
nts, 23 po	+1, Knight's saddle, Knight's
ints, 26 po	reins, luxurious saddle, luxur
ints, 30 p	ious reins, login horse
oints, 35 p	count +1, login horse c
oints, 40 p	ount +1, stable service per
oints, 45 p	manently half price, stable
oints, 50 p	accommodation vouch
oints	er ×5, Stamina carrot

After reaching 40 stable points, although rewards can still be obtained, there is basically nothing of va lue left. This only counts up to 50 points.

Sky Islands

As the name suggests, the sky islands are locate d in the air. The main ways to reach the sky islands ar e by launching from bird observation towers or using t he stones that fall from the sky islands to reverse gravi ty. Most enemies on the sky islands are Zonai Construc ts and Block Constructs, and the materials and weapon s they drop are also related to Zonai. There are also m any shrines on the sky islands available for challenge, a s well as a large number of Zonai device manufacturing machines. Based on the shape of the map, one can in fer the functions of certain locations; for example, star-shaped ones are ruins related to side quests, while circ ular ones are mostly Block Construct boss battles.

It is worth mentioning that many sky islands have small fairies, which can be captured by sneaking close to t hem. They can revive Link when he loses all health and re store a certain amount of health. On the sky islands, playe rs often find old maps that mark coordinates in the under ground. By going to the corresponding locations, players c an obtain treasures (usually armor). However, the map onl y serves as a marker; players can go directly to the corres ponding locations to obtain the treasures without the map. If players pick up the map and find that it does not mar k anything, it means they have already obtained the corres ponding treasure in advance.

Underground

After finding a deep pit on the surface, you can dive down to reach the underground world. The characte ristic of a deep pit is the red miasma, and its icon on th e map resembles a red volcano. Discovered deep pits wil l have special markings on the map and display their na mes. A significant feature of the underground world is it s darkness, where you cannot see your hand in front of your face. When exploring a new area for the first time, be sure to bring plenty of Brightbloom Seeds. By throwin g or shooting them, you can make the Brightbloom Seed s bloom and illuminate the surrounding area. You can al so prepare luminous dishes in advance or prioritize obtai ning the mining set (see the equipment section later), or note that there are no Yahaas or shrines underground.

Equip vehicles with headlights and luminous flowers to enhance the explorati on experience.

The terrain of the underground world is relat ed to the height above ground. For example, areas with rivers above ground cannot be traversed under ground; areas with villages above ground often have mining sites underground; and places with temples above ground correspond to underground areas with Demon Roots. If the map is not unlocked during ex ploration, you can open the map and switch it back to the surface. After that, follow the surface map fo r exploration, making navigation much easier.

Miasma

The underground is the area with the most widespread miasma. Additionally, there wi ll be a large amount of miasma near deep pits and in certain main storyline areas. Contact w ith miasma for a short time will reduce the m aximum stamina, and hearts will change to Broken state. The actual manifestation is similar to heat and cold; the triggering of abnormal s tates takes a certain amount of time to take ef fect. When the miasma takes effect, if there are temporary hearts, they will all be eliminated! T ouching the miasma on the ground. Afterwards, as long as you leave a certain distance, the heart limit will be restored. If you are undergr ound, you need to touch the Demon Root to trigg er the abnormal state. All enemies in the u nderground, the Miasma Demon, and a certain mai nline BOSS (specific name not mentioned to avoid spoilers) will have attacks that carry miasma effects . The Miasma Demons will appear in groups of five , and if there is a long interval between defeating them, new Miasma Demons will appear. Therefore, when dealing with them, you can choose area attack methods like Bomb Fl owers, or weaken all enemies before taking them out consecutively. However, it is important to note that defeating the Miasma Demons themselves d oes not yield rewards; afterwards, a more powerfu l BOSS will appear, and defeating this BOSS will g rant you powerful weapons (high base attack pow er, high durability, but will be eroded by miasma during use) and bows (attack power varies based on maximum heart count).

Root of Demise

The top of the Demon Root emits light, while the bottom resembles tree roots. Once unlocked, it will illuminate the surrounding envi ronment and display nearby information on the map. Interacting with it will restore the maxi mum health lost due to the miasma, and Each Demon Root can also be used as a teleportation point. The Demon Roots not only correspond to the locations of surf ace shrines, but their naming convention is also guaranteed to be the opposite.

Why explore underground

Some main storyline challenges and plot cha llenges are located in the underground world, includ ing the unlocking of blueprint abilities, which need not be elaborated on. A large amount of Zonaiium can be obtained underground, which can be used t o enhance battery capacity (for information on mini ng functions, see the previous section on Zonai devi ces). For example, there are abundant mineral depo sits near mining areas and enemy strongholds; defe ating enemies is likely to yield minerals as well. The underground is also home to many large bosses, a nd defeating them can yield many rare materials; th e bosses of the four divine beasts in the main story line also have corresponding underground versions, and defeating them will directly grant 100 energy cr ystals. Additionally, there are many collectible sets a nd some items that can only be obtained undergrou nd.

Souls and Demon Statues: In the un derground, you can collect an important it em called Souls, which can be exchanged f or items at Demon Statues. The first Demo n Statue is located in the Watchtower on t he surface (to the north), and talking to it will inform you of the locations of subsequ ent Demon Statues. After finding new Dem on Statues, they will unlock new products, mainly the Dark Set and special weapons t hat were previously obtained.

Uncorrupted Weapons: Many stone piles in the underground are inhabited by shadows holding weapons that players can pick up. These weapons have higher durability and stronger stats compared to their corresponding corrupted versions (which are obtained on the surf ace). You need to first obtain the corresponding corrupted weapon an d use it until it breaks before uncorrupted versions will spawn in the underground. Additionally, as you defeat enemies, hidden points will a ccumulate, and when the hidden points are high enough, you can...

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Corrupted Weapons, and after using them up, uncorrupted versions will spawn in the underground. Furthermore, as you defeat enemies, hidden points will accumulate, and when the hidden points are high enough, you can... Stronger weapons will spawn, and the accompanying attributes will also be better. The underground areas corresponding to several races and villages will also yield special weapons of that particular group.

There are many Yiga Clan bases distributed underground, where you can obtain a significant amount of energy crystals and unlock blueprint designs. If there are enemy-driven vehicles near the base, you can use the 'Apple Method' mentioned earlier in the blueprint section to claim the vehicle as your own.

Combat and Equipment

Weapons

Each weapon has attack power and additional Durability, weapon characteristics, and weapon attributes are four types of properties, with attack power displayed directly on the panel, while durability is a hidden value. Weapons consume durability upon hitting enemies or objects and generating attack judgments. Additionally, there are some special cases that are difficult to judge; actions with downward strikes will consume durability even if they do not hit enemies or objects (considered as hitting the ground). Common examples include jump attacks and the final segment of a two-handed sword charge attack. Adding gems to a weapon will cause it to lose durability whenever a ranged attribute attack hits.

When durability reaches zero, the weapon will break, and the attack power will double for that strike. If a weapon is thrown when it is about to break, it will definitely break and deal double damage. Generally speaking, weapons found on the ground are corroded, with lower durability and attack power. Weapons obtained from the shadowy areas underground are uncorroded versions and are more powerful. Weapon characteristics are the blue parts of the weapon description text, often representing common traits of that type of weapon. For example, the Caution Longsword can unleash a vacuum blade, and the vacuum blade can pass through. material modification properties; when synthesized with Zonai materials, Zonai weapons gain extra attack power. It is important to note that most weapons cannot exhibit their original special effects when used as materials. The weapon attributes are additional effects that come with each weapon upon acquisition, and these attributes are common to all weapons. Players must defeat a sufficient number of enemies and accumulate a high enough hidden score to obtain weapons with attributes. The higher the hidden score, the stronger the enemies that appear (for example, in cases of sufficiently high hidden scores, many areas will feature Silver enemies), and the better the rewards dropped. The rarity of the obtained attributes corresponds to the strength of the bonus effects. The durability and attributes of weapons can be refreshed by feeding them to the octopus in the volcano (special weapons like Champion weapons cannot be refreshed but can be used as ordinary weapon materials to repair durability); each octopus can be used once, but can be refreshed during a Blood Moon.

The weapons in this game can be broadly categorized into the following three types:

- One-handed weapons (icon represented by a light blue small dagger): held in the right hand, allowing the left hand to be empty or hold a shield. This type of weapon has a fast attack speed, and the charged attack is a classic spinning slash. By increasing the duration of holding the Y button, the charge level can be enhanced, up to a maximum of level three (which will have three circle effects). There is also a quick way to execute the spinning slash, which is to make Link spin in place 360°. When attacking, a spinning slash will be executed directly. Among one-handed swords, the boomerang is quite special; it can trigger a special action when thrown, flying a distance before returning to the hand, but it may be intercepted by obstacles. If you press Y directly, it will be used as a dagger.

- Two-handed weapons (icon represented by a dark yellow longsword): Large weapons that require both hands to use, characterized by extremely high attack power but slow attack speed. Charged attacks are continuous spinning attacks; as long as there is enough stamina, you can keep spinning and attacking. Releasing the Y button will trigger an ending action, while pressing the B button can cancel the charge.

- Spears (icon represented by a light purple spear): also a two-handed weapon, but the attack actions are primarily thrusts. The spear has a long attack range and fast attack speed, but its power is the lowest. Charged attacks consist of a series of thrusts directed forward. It is associated with the Zonai device - The cannon has the best compatibility; normal attacks can directly fire forward. When pressing the R button to prepare for throwing, it can also aim and fire directly. It is very useful for exploring caves and breaking obstacles.

Note: Compared to 'Breath of the Wild', the biggest change in this game is the combination of weaponry and the ability to construct with leftover materials. For details, please refer to the corresponding section above.

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Master Sword: The basic action module is similar to that of a one-handed sword, but it has its own unique mechanics. The most notable feature is its 'approximately infinite durability' setting; after the Master Sword breaks, it will automatically repair itself after ten minutes (any additional materials will disappear). Due to the Master Sword's significant status in the storyline, it can only be obtained once through normal means in the game, and it cannot be discarded. When Link's hearts are full (red hearts are full, temporary yellow hearts do not count), throwing the Master Sword will launch a vacuum blade forward, which can travel a very long distance. However, it is unfortunate that its vacuum blade cannot change attributes like the Master Sword of the Guardian. Additionally, the Master Sword's attack power increases when dealing with the Blight Ganon and Calamity Ganon.

Bow and Arrow

The bow and arrow are Link's means of ranged attack. By holding down the ZR button, you enter the aiming mode (provided you have equipped a bow and arrow). Then, use the right joystick or motion controls to adjust the reticle, and release the ZR button to shoot. The trajectory of the arrow follows a parabolic curve, with a noticeable drop at mid-range. The Left Naniuum Bow can shoot arrows further by consuming energy.

While aiming the bow, holding down a button allows you to select additional materials that can enhance attack power and provide extra effects. For example, monster eyes can automatically track weak points, and elemental materials can enchant the arrows. If you use the eyeball of an elemental monster, it can directly hit weak points with elemental damage.

When Link is in the air, pressing the ZR button will slow down everything in the surrounding environment, allowing players to aim freely and significantly increase shooting accuracy. This ability is commonly referred to by players as 'Link Time,' but it consumes a large amount of stamina. There are also many small tricks in combat that ignore terrain to trigger Link Time, such as immediately drawing the bow after using a wing shield jump; this method has a limited time frame, but hitting weak points head-on is not a problem. It's even simpler.

An effective method is to place the control stick on the ground; when jumping directly, Link will take off, and this can also trigger slow motion. In fact, the principle is similar to dismounting from a horse; the moment you detach from the horse's back can also trigger slow motion shooting, so don't forget about that.

The game defaults to using the gyroscope to assist with bow aiming, but the actual experience varies from person to person. To turn it off, go to the settings and change the gyroscope function to OFF.

Shield

When using a one-handed weapon or no weapon, a shield can be equipped. With a shield equipped, Link can defend against frontal attacks while in a non-staggered state.

However, shields also have durability, and there are many attacks that cannot be blocked.

The number on the shield does not represent its durability, but rather its defense power; the higher the defense power, the more damage it can withstand. The durability situation depends on the shield's attributes and text description. Many shields may not have blue text indicating durability, but the white text may still state something like 'durability is very low.'

When equipping a shield, hold down the ZL button, jump, and then press the A button to utilize shield surfing. This is mainly applicable to Slopes, tracks, deserts, and snowy areas; using leftover materials to build the mentioned minecart shield and frozen meat shield will make the gliding process smoother. The durability consumed while shield surfing actually occurs during the shield jump, and the subsequent gliding process does not consume durability. By pressing ZL + A in the air, you can also perform a shield surf, which allows for a similar action to a double jump, enabling a small forward movement.

Locking and Perfect Dodging: When fighting enemies, holding down the ZL button allows you to enter a locked state. In this state, inputting the left joystick left/right + X button performs a left/right sidestep, while inputting the left joystick backward + X button performs a backflip. Both the sidestep and backflip have a certain invincibility period, making them very useful techniques during boss battles.

Using a sidestep or backflip at the moment an enemy is about to attack Link allows for a perfect dodge. If successful, not only will you completely avoid the attack, but a prompt will also appear on the screen indicating a counterattack (press Y repeatedly).

By continuously pressing the Y button, Link can perform a series of consecutive attacks on enemies. During this assault, Link is invulnerable, allowing him to safely complete his attack sequence. However, it is important to pay attention to the enemy's health; once the enemy is defeated, Link should stop attacking, or it will consume a significant amount of durability.

When holding down the ZL button, if you simultaneously input the left joystick in the left/right/back direction along with the X and Y buttons, Link will automatically perform a jump slash after executing a side jump or backflip. This technique can also be achieved by pressing the Y button during the side jump/backflip action.

Perfect Defense (Shield Parry): When in a locked-on state and equipped with a shield, pressing the A button at the moment an enemy's attack hits allows for a shield parry. The shield parry can completely deflect the enemy's attack and put them in a staggered state (with some exceptions, such as the centaur's fireball). Successfully executing a shield parry does not consume durability, and if there is remaining durability on the shield, it will trigger corresponding effects and attack judgments.

(No need for a successful counterattack). However, if you touch the enemy during this time, even a successful shield parry will consume some durability.

There is a small trick regarding shield parries: after successfully parrying, immediately hold down the B button to unequip the shield, which will instantly cancel the stagger from the parry and allow for a quick follow-up action.

Armor

In addition to affecting appearance and providing defense, armor also has some special effects. Clothing is divided into three parts: head, body, and feet, with accessories such as earrings and necklaces counted as headgear. The special effects of armor are diverse, including cold resistance, heat resistance, heat protection, swimming speed enhancement, climbing speed enhancement, and more. Some outfits can trigger set bonuses when upgraded to the second stage and worn as a complete set.

Effects. Armor enhancement requires visiting four specific stables, completing prerequisite tasks, and seeking out the Great Fairies (refer to the challenge section on page 59). After unlocking two Great Fairies, armor can be upgraded to level 2, with the same principle applying to other levels. There is no limit to the number of armor pieces, and they can even be obtained repeatedly. In the game, it is often necessary to change outfits based on different situations to reduce risks and expand advantages.

Stealth

Link generates noise when moving. The noise level can be judged by the noise meter displayed on the screen when using the left joystick in stealth mode. Pressing the +X key allows for a small jump, which produces less noise than moving. If the noise is too loud, it will alert nearby creatures, making it quite disadvantageous for collecting materials and attacking enemies without being detected. To reduce noise, aside from equipping armor that minimizes sound, stealth is also a wise choice. Pressing the left joystick will enter stealth mode, where movement is similar to normal, but switching to a higher attack power weapon will significantly reduce the noise generated; a two-handed sword is the most suitable. Moving slowly will produce even less noise.

Stealth Attack Techniques

By sneaking up behind enemies, you can perform a stealth attack, primarily effective against small enemies.

You can perform an 8x damage sneak attack by pressing the Y button, for example, on Bokoblins, Moblins, and Lizalfos.

Lizard warriors and others, but lizard warriors may sometimes fail to ambush, so be cautious.

In this game, using smoke mushrooms allows for easy infinite ambushes. The effect of the smoke can cause enemies to lose sight, thus disengaging from combat, allowing for direct ambushes. The forest folk series weapons in this game can be constructed infinitely using leftover materials.

By using consumables and equipping them with smoke mushrooms, the smoke can be triggered continuously until the weapon's durability is exhausted. When using forest folk weapons, it is recommended to throw them without hitting enemies. Additionally, it is important to note that smoke can be dispersed by the wind, so be mindful of the timing for throwing and replenishing smoke.

Elemental Attacks

By constructing with leftover materials, weapons, shields, and bows can be imbued with four elemental attributes: fire, ice, water, and lightning. When adding monster attribute materials to a shield, using a shield parry to hit an enemy will trigger an elemental attack.

Fire: Fire attribute weapons have a one-hit kill effect on ice attribute enemies. Additionally, directly attacking a bundle of firewood with a fire attribute weapon will ignite it. Using a fire attribute weapon to set grass on fire can create an updraft, although this won't work in the rain. If you don't have a fire attribute weapon but want to create a campfire, you need to place a bundle of firewood on the ground and use a flint stone, then strike it with a metal weapon to start a fire.

Ice: Ice attribute weapons have a one-hit kill effect on fire attribute enemies. Furthermore, using ice attribute attacks can freeze enemies into ice blocks, and breaking the ice with a weapon will result in a significant damage bonus.

Water: Water attribute weapons have a one-hit kill effect on fire attribute enemies. Using opal for residual construction, the weapon will be considered wet, allowing it to utilize the attack enhancement effect of Zora weapons. When combined with lightning attribute weapons, it can trigger a large area electric current effect.

Lightning: Lightning attribute weapons can stun enemies in an electric state. When water, ice, or metal is present, attacks can generate a large area electric attack, immobilizing all enemies within the range and causing additional damage. Players should also be particularly cautious when enemies use lightning attribute weapons, as they not only have a wide range and high damage but can also forcibly knock equipment out of Link's hands.

The function of attribute weapons is not limited to combat; they can also play a significant role in adventures. Carrying a fire weapon while climbing snowy mountains can provide cold resistance, while carrying an ice weapon while climbing volcanoes can cool down. When encountering large ice blocks, placing a pile of fire weapons on the ground can accelerate their melting. Therefore, it is very useful to keep a few attribute weapons in the weapon inventory.

CHAPTER 2

Main Story Challenges

Main Story Challenge Process

Prologue

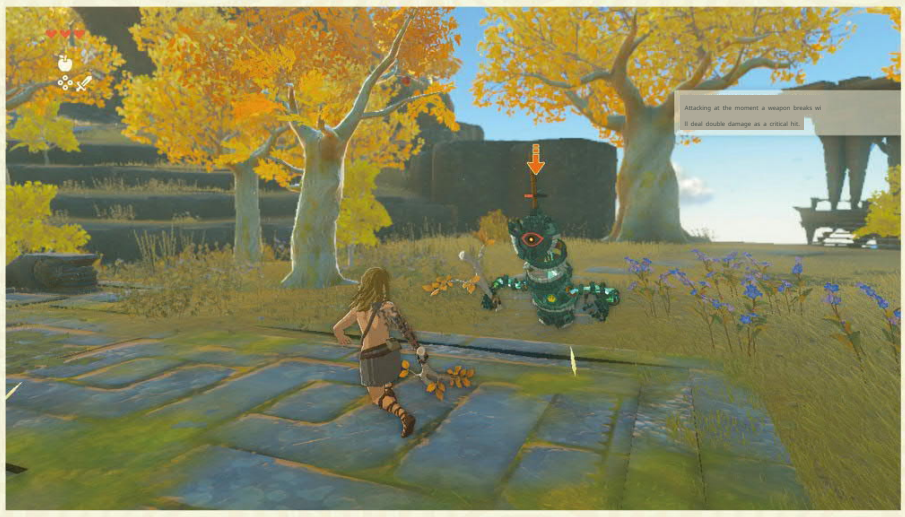
At the beginning of the game, there will be several lengthy cutscenes where Zelda and Link explore the underground. In between, there will be segments where players can take control, and they will encounter three bats, which can be easily defeated by pressing the Y button to swing the sword. Continuing deeper underground, after another cutscene, Link's right hand will be corroded by miasma, reducing his heart limit to three and his stamina limit from three circles to one circle. The scene shifts, and Link wakes up somewhere, with some changes to his right hand, and Zelda is nowhere to be found. After waking up, walk forward to pick up.

To the 【Decayed Master Sword】, which has been corroded by miasma, the damage of the Master Sword is only 1 at this time. Swing the sword to cut the branches ahead, and upon advancing, you will find a point of investigation. After interacting, the door ahead will open. Continue forward, after three dives, you will see a treasure chest; opening it will yield 【Worn-out Shoes】. Proceed to the edge of the cliff and jump down to enter the initial sky island (similar to the initial plateau in the previous game), and at this moment, the game will display the LOGO, officially starting the game.

Closed Door

After jumping into the initial sky island, you can move forward to collect some 【Wooden Branches】 and 【Sky Mushrooms】. Continuing forward, you will encounter the first Golem Guardian, whose attack wind-up is very obvious, making it easy to defeat.

After defeating the Golem Guardian, look around to find a small pavilion where you can pick up a 【Wooden Stick】, which has higher damage than the wooden branch.



As you progress, you will encounter the Butler Golem, which serves as an NPC for guiding players through the tutorial. You will meet this Butler Golem multiple times later on.

The player is given the 【Purah Pad】, which serves the same purpose as the Sheikah Slate from the previous game. Afterwards, the butler golem will guide us to the Temple of Time.

Investigate the nearby interaction points; a bridge will appear ahead. After crossing the bridge, there is a small pavilion where a Butler Golem will teach players how to lock on, and there is also a wooden stick that can be picked up. Next, we need to head to the Temple of Time. Along the way, we will encounter the third...

A butler golem that will teach players how to cook food. Upon arriving at the entrance of the Temple of Time, interact with the main door to enter a cutscene. Next, players need to head to the shrine. Along the way, defeating the golem sentinels will allow players to pick up the first bow and arrow.

Uka Uhou Shrine

Trial Name: Power of Creation	Treasure Chest: Amber	Enemies: None

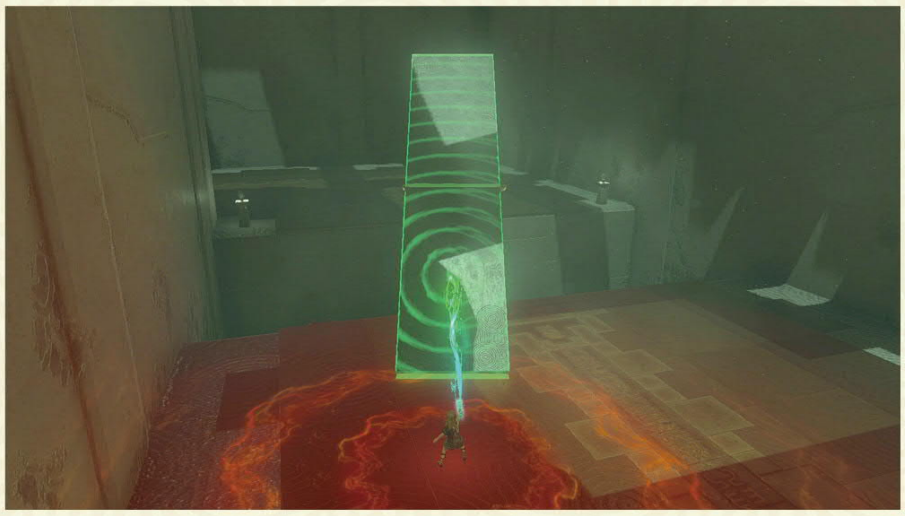
Upon first entering this shrine, Rauru will temporarily grant Link the Ultimate Hand ability. At first glance, this ability seems somewhat similar to the magnet from 'Breath of the Wild', but it is not. The Ultimate Hand can affect objects beyond just metal and also includes an assembly function, making its application range much broader than that of the magnet.

①Use the Ultrahand to lift the stone slabs and place them over the trench to form a bridge.

②Facing a wider trench ahead, first use the Ultrahand to connect two stone slabs together, then build the bridge.

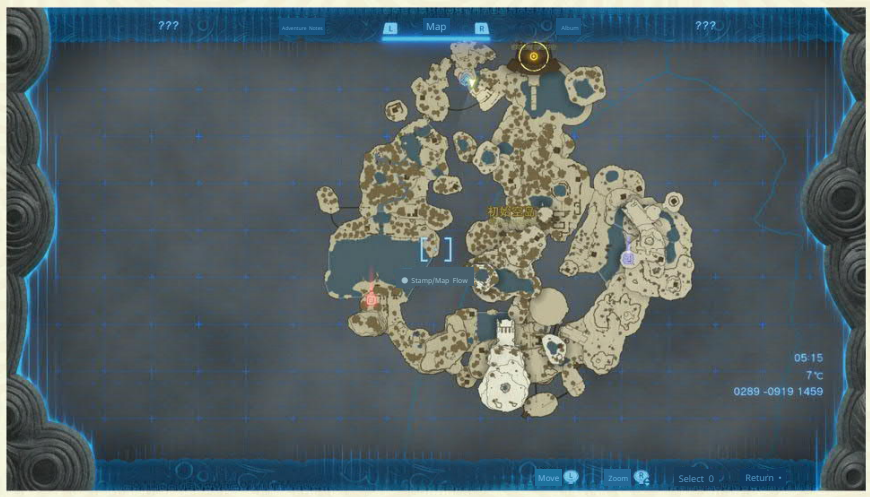
③After crossing the bridge, there is a treasure chest on the high platform to the right front. Bring the two slabs you previously connected over, placing one end on the high platform to create a slope, so that you can obtain the treasure chest.

There are two solutions for the sliding track ahead. The first is relatively simple but requires a shield. Bring the nearby wooden board over and place it on the sliding track, allowing Link to reach the high platform. Then, perform a shield jump towards the sliding track (hold the ZL button and then press the X button, followed by pressing the A button in mid-air) to slide directly across; the second method is more complicated but does not require a shield. Lay the wooden board flat, then attach a hook at the center of the board, and hook it onto the sliding track to create a simple cable car. Jump onto it to slide across. There are various ways to assemble the cable car, and this is the simplest method we are introducing.



Leave the Uka Uho Shrine. At this point, you need to visit the two shrines marked with red and blue pins in the map below; you can go to either one first, but according to the map, it is more convenient to head to the shrine at the red marker first.

Using the Ultrahand to build a cable car, you can glide directly from the cableway southeast of the Uka Uho Shrine, where the necessary materials are nearby.



Practical tips

The map design in this game is highly guided; when a scene requires the use of the Ultrahand, there is a high probability that there will be usable items nearby. In addition to scenes that specifically require the Ultrahand, there will also be some scenes where you can use the Ultrahand to 'cut class', for example, by using the Ultrahand to forcibly build a path where there is none, or by lifting heavy stones to attack enemies. Players can fully unleash their imagination.

Ian Isa Shrine

Trial Name: Power of Combination Treasure: Wooden Arrows ×5, Small Key Enemies: Captain Construct ×1

Upon first entering this shrine, Riju will temporarily grant Link the ability to use materials for construction, which allows him to combine an item with a weapon or shield to create a new weapon. The combined weapon can be disassembled, but the detached item will disappear.

① Pull out the 'Rusty Broadsword' stuck in the ground. Then use the materials to construct and combine it with the stone ball ahead to form a 'Large Rock Hammer'. Use the 'Large Rock Hammer' to smash the stone pillar blocking the way.

② There is a treasure chest on the stone pillar to the left ahead; simply smash the pillar to obtain it. The door further ahead cannot be opened for now, so head to the room on the right, where there are 18 Fire Fruits and a 'Worn Wooden Bow'. Press the ZR button to draw the bow and then press the up direction key to add effects to the wooden arrows. Materials in the bag. After attaching a Flame Fruit, shoot the leaves next to the high wooden platform to make the treasure chest fall down, which contains a Small Key. With the Small Key, you can open the door on the main passage.

③ Ahead, there is an enemy wielding a two-handed combination weapon. To deal with it, you can first approach to lure it, then use a rocket to ignite the leaves on the ground, which will burn off a significant amount of its health. After that, get close and use the 'Large Rock Hammer' to attack continuously; it won't take long to defeat it.

④ After winning, there are some weapons available for replenishment on the platforms to the left and right. After breaking the stone pillar ahead with the combination weapon, you will see the endpoint.

After passing through this shrine, Link permanently masters the ability to build with leftover materials.

Practical tips

There are many places blocked by rubble in the game. Using weapons combined with stones can smash the obstructing rubble and open new paths. Additionally, there is a significant demand for mining in this game.

A high rock-combined weapon is also very suitable for mining, so it is advisable to keep a rock hammer in the weapon pouch for emergencies.

Next, head to the third shrine, as it is located on a snowy mountain. We need to prepare cold-resistant items, and along the way, we can collect plenty of warm safflina. Find a pot, and by using warm safflina, we can cook cold-resistant dishes. While climbing...

After reaching the snowy mountain, you will find that the temple is surrounded by ice walls, making it impossible to climb. You can chop down a few trees, use the Ultrahand to stick them together, and lean them against the ice walls.

Gutanbach Shrine

Trial Name: Ascend Power Treasure Chest: Stone Hand Axe, Golem Bow Enemies: Soldier Construct ×1

Upon first entering this shrine, Raru will temporarily grant Link the Ascend ability, which allows Link to fly straight up, pass through the ceiling, and move to the surface.

① Go under the ceiling, activate Ascend, and then pass to the upper platform.

②Now there are two small sections of ceiling on the right, one high and one low. First, go under the high ceiling and activate the Ascend ability; there is a treasure chest here. Then jump down from the platform, go under the low ceiling, activate the Ascend ability again, and then pass through to the upper platform to defeat one Soldier Construct.

After defeating the enemies, take a look around, and you will find a treasure chest on the high platform, and inside the chest There is a hole below, but it is blocked by two wooden boxes. After destroying the wooden boxes, enter the hole and activate the Ascend ability to open the treasure chest.

④ Still on this platform, observe that there is a large stone slab being pulled by two ropes. After cutting the ropes, the stone slab will fall, allowing you to activate the Ascend ability beneath the slab.

⑤ Next, wait for the right moment to activate the Ascend ability and board the moving platform; it's not difficult. The destination is just ahead.

After passing through this shrine, Link will permanently master the Ascend ability. Once you exit the shrine, remember to use the Ascend ability to obtain the [Worn Cold-Resistant Trousers] from the nearby tree hollow.

Complete three shrines and use the ability of Ascend to explore upwards, where you can find a Zonai device called the 'Wing.' Place the Wing on the track to fly directly back to the Temple of Time. After entering the Temple of Time, explore forward and interact with the talisman to enter an animation. Subsequently, Link will gain the ability to reverse time. By reversing the gear ahead, you can reach the upper level and interact with the large door in front.

You will find that the current number of hearts is insufficient to open the door. Through a cutscene, it is revealed that there is a fourth shrine on the sky island. We then need to return to the Awakening Room where we first woke up, at which point the teleportation function of the Purah Pad will be unlocked, allowing direct teleportation back to the Awakening Room. Use Ascend to reach the platform behind, and use the time-reversal ability to reverse the gear to access the fourth shrine.

Nayruah Shrine

Trial Name: Power of Reversal	Treasure Chest: Wooden Arrows ×10	Enemies: Otherwise,

① After jumping onto the wooden raft, use the Reverse Time ability on the raft to make it flow backward, allowing you to return to the platform from which it departed.

②Jump onto the wooden raft rushing down the waterfall, and use the rewind ability on the raft to move upstream, reaching the platform above. It is important to note that there is a bump when the raft rewinds to when it just fell, so you need to jump accurately at this moment.

Link will be shaken off the raft. ③ To the left ahead, there is a waterwheel mechanism. Use the Reverse Time ability on it, then jump onto the blades to reach the high platform where the treasure chest is located.

④There is a clock-like mechanism ahead; when the two hands overlap, use the rewind ability to create enough time for Link to pass through. Inside the door is the endpoint.

Leave the shrine and return to the Temple of Time, open the door, and continue walking forward to trigger a cutscene.

You can then jump into Hyrule, marking the end of the main storyline challenge at the closed door.

Practical tips

After completing the task 'The Closed Door', we will return to the ground. On the Hyrule continent, falling stones can often be seen, and standing on these stones allows you to use the rewind ability.

The Divine Power can help us reach the sky, allowing us to access some sky islands, or use the glider to travel to certain locations on the ground, which is very practical.

Watchtower

After jumping into the Hyrule continent, you will arrive at the Watchtower according to the map's markings. It is learned that Link and Zelda are missing, and everyone is searching for them. Next, we need to head to Hyrule Castle to find an NPC named Hosta, whose location has already been marked on the map. Simply make your way there. When climbing to Hosta's location, you can use the Ascend ability. Upon interacting with Hosta, you will see Zelda suddenly appear in the distance.

Then it suddenly disappears. After returning to monitor the fortress, following a sequence of events, Link will receive the glider from Purah, unlocking the first Skyview Tower, similar to the Sheikah Towers in 'Breath of the Wild', which allows access to the surrounding map and can also be used as a fast travel point. Additionally, using the Skyview Tower to launch Link into the sky and then using the glider is a very common method of fast travel in the game.

After using the lookout tower, go find Purah to talk, which will unlock the main storyline challenge [Investigate the Anomalies in Four Regions], requiring us to travel to distant areas for investigation. Follow Joshua.

Go to Lobeili and talk to him to unlock the main storyline challenge [Take a Picture of the Underground People!]. It is recommended to complete the latter first.

Take a picture of the underground people!

Head south of the Watchtower, find the Hyrule Plain Deep Hole, jump down to reach the underground, which is completely dark. You need to use arrows in combination with Brightbloom Seeds to light the way forward. The underground world is filled with miasma; once you touch the miasma, your hearts will turn gray, and you need to return to the surface to recover. Progress slowly according to the directions given by NPCs, and along the way, you will encounter glowing root

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structures. Interact with them to illuminate the surroundings and obtain the nearby map, while also restoring the heart limit eroded by the miasma. Explore your way to find Robeli, and you can unlock the camera function of the Purah Pad to take pictures of the stone statue.

Afterwards, return to the watchtower and talk to Joshua to complete the quest 【Take a Picture of the Underground People!】. Continuing to talk to Joshua can trigger a new main storyline challenge 【The Mystery of the Sleeping Temple Underground】.

The Mystery of the Sleeping Underground Temple

Return to the underground, proceed in the direction the statue is facing, and after traveling a considerable distance, you will arrive at the 'Central Great Abandoned Mine' area. Here, you can obtain the final ability of the Purah Pad, 'Blueprint,' which allows you to instantly construct devices that you have built in the past. After that, you will...

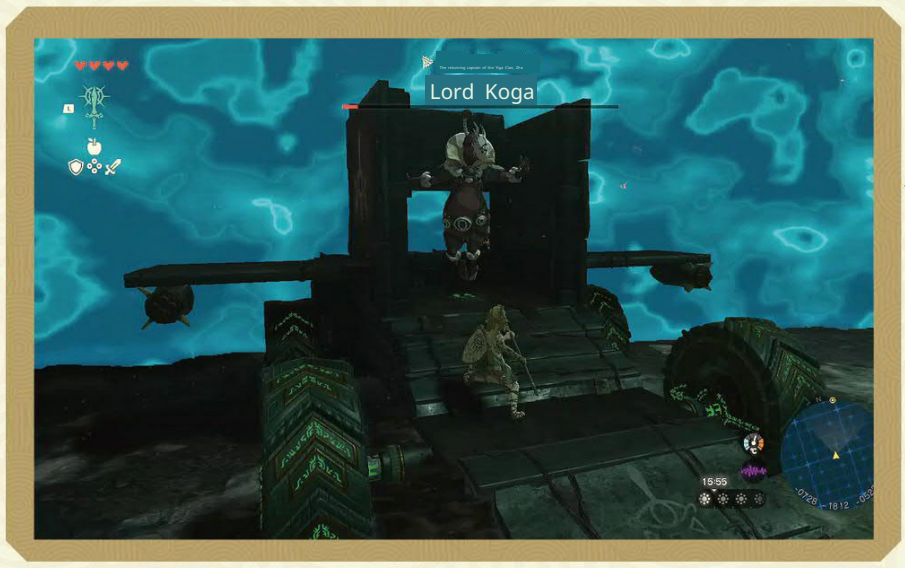
There is a boss battle with 【Kogai the Great】. After defeating Kogai the Great, he will flee and inform the player that he is escaping to the 【Gerudo Mine】, unlocking the storyline challenge quest 【Captain Igar's Conspiracy - Kogai the Great!】.

TIPS

Since the blueprint ability is already obtained before fighting Kogai the Great, players can choose not to engage in battle initially. However, defeating him will yield 100 Zonai Energy Crystals, so it is still recommended to fight him.

BOSS Lord Koga

The Great Construct will summon various four-wheeled vehicles. It is important to note that the Great Construct will charge at Link after falling from the vehicle. Although the vehicles have different appearances, they are all simple to handle. Just walk at an angle to close the distance, climb onto the vehicle, and the Great Construct will freeze in place out of panic. Attacking once will knock it off the vehicle, or alternatively, you can choose not to climb onto the vehicle and shoot arrows at the Great Construct; a successful hit will also knock it off the vehicle. After that, we can either drive its vehicle or attack it directly, but be careful.



After obtaining the blueprint ability, return to talk to Joshua. She will teach the player the balloon blueprint. Use the blueprint to repair the nearby balloon, triggering a cutscene.

After the animation, you can complete the quest 'The Mystery of the Sleeping Underground Temple.'

Investigate the anomalies in the four regions.

This is one of the main storyline challenges in the game. Investigating the four marked areas on the map will unlock four main storyline challenges. Players can choose the order in which they tackle them, but it is important to note that the Hebra region to the northwest is very cold, requiring cold-resistant clothing or items. The Gerudo region to the southwest is a desert with significant temperature differences between day and night, necessitating both heat-resistant and cold-resistant gear. The Eldin region to the northeast is a volcanic area, requiring flame-resistant clothing, while the Lanayru region to the east does not have extreme climates.

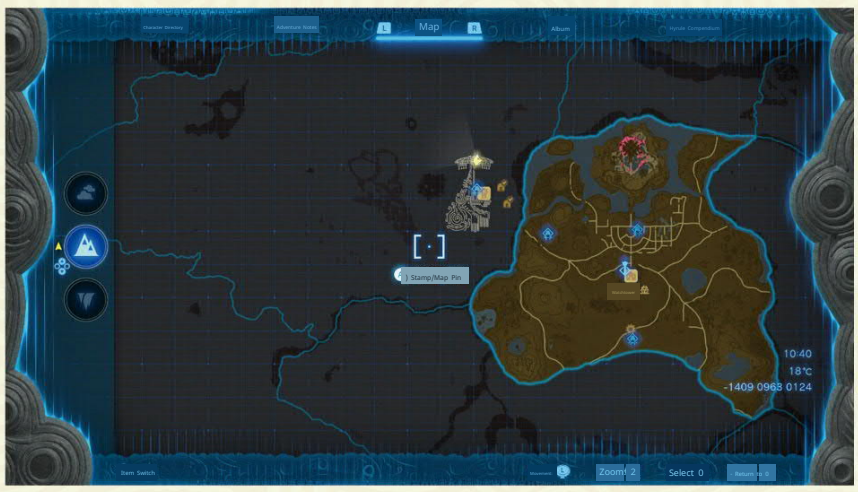
After investigating all four regions, return to the Lookout Landing and talk to Purah to complete the main storyline challenge.

Since you can find a pair of [Worn Cold Resistance Trousers] next to the ancient temple of the Sky Island at the beginning, heading northwest or east at the start will be relatively easy. Going northwest will encounter some important NPCs and new main storyline challenges, and Purah also suggests prioritizing the northwest, so the following process will first head to the Hebra region in the northwest.

Impa and the Pictures on the Ground

Set off from the Watchtower towards the northwest, and arrive at the New Marita Station. You can find Impa to the north of the station; talking to her will trigger the main quest challenge 【Impa and the Pictures on the Ground】. Use the Ultrahand to help Impa repair the hot air balloon, and then talk to her to let her board the balloon. Light the bonfire under the hot air balloon and then ascend into the air to investigate the area.

In the painting, you can find a small puddle at the position of the eyes. Interacting with it will grant you a segment of adventure memory. After that, talking to Impa will trigger the main storyline challenge, "Tears of the Dragon." Additionally, directly to the north of this location, you can see Burkulin, and giving it a Klok fruit can upgrade your pouch.



▲ The tears are located at the position of the eyes in the picture.

Tears of the Dragon

Arriving at the quest marker, you can meet an NPC who tells Link that Impa has already entered to search for the Forgotten Temple. Continuing forward, you will see a shrine; Impa is next to the shrine. After talking to her, proceed deeper.

Here on the ground, there is a mini-map that records the locations of 11 giant paintings. Previously, we have already investigated one to the north of the New Marita Station, and now we need to investigate the remaining 10.

Due to the task location being spread across Hyrule and involving key plot points, no further explanation will be provided here. Only the locations of the 2nd to 11th Tears will be listed. After players collect all 11 Dragon Tears, the location of the 12th will be marked on the map.

Interact with the last Dragon Tear to complete the main storyline challenge of the 'Dragon Tears.' Note that the main storyline challenge of the 'Dragon Tears' is relatively independent; not completing it will not affect game completion, but it will impact the ending animation.

▶ The 3rd one

●The 4th

TIPS Each time a Dragon's Tear is found, the White Dragon will respawn above the Dragon's Tear. This is a great opportunity to collect materials from the White Dragon, so players are advised not to search for all Dragon's Tears at once.

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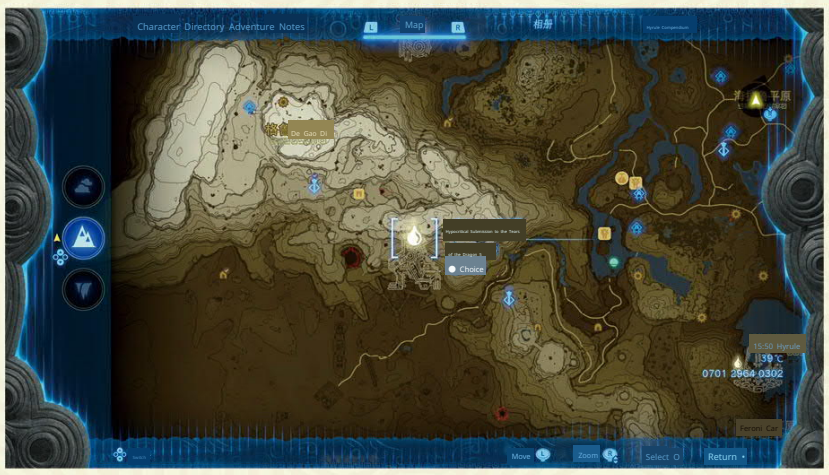
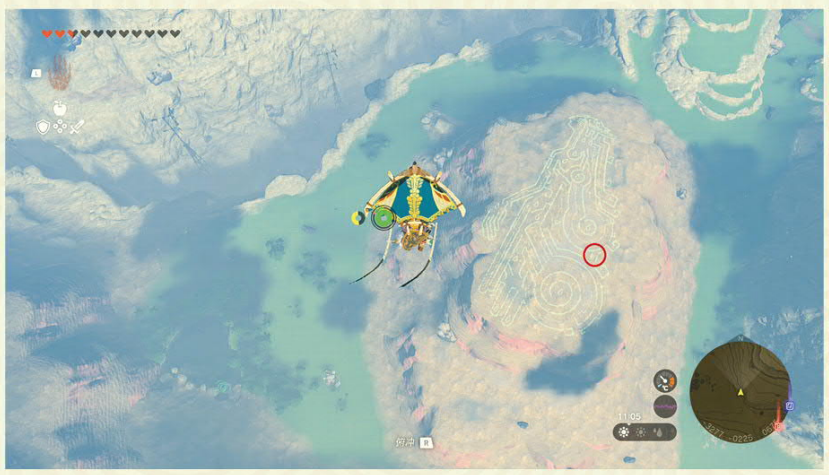
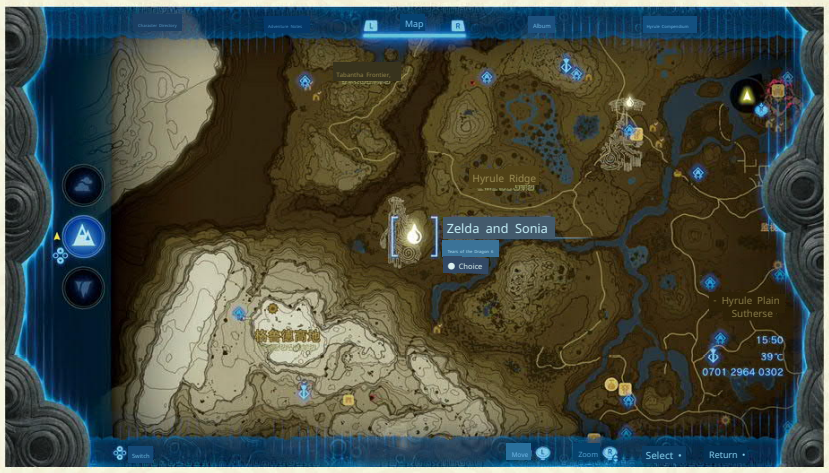
◀▶ Fifth



◀▶ Sixth





◀▶The 7th

◀▶ The 8th

◀▶ The 9th

◆The 10th

●The 11th

Litt Village Hill栗

This main storyline challenge is the northwest branch of the 'Investigate the Anomalies in Four Regions' quest. According to the map marker, you need to head to Litt Village. However, it is important to note that Litt Village is located in the center of a lake area, and the bridge leading to Litt Village is broken. Talking to the NPC next to the broken bridge will provide a hint.

A tip is to throw a Hyrule Herb into the fire to create an updraft, then use the glider to reach Litt Village. Additionally, if you prefer not to follow the conventional route, you can also choose to glide directly into Litt Village from a nearby lookout point.

▲ NPC will remind us to use Hyrule Herb at the broken bridge.

Practical tips

A pile of firewood + flint can create a campfire anywhere; a pile of firewood + flint + Hyrule Herb can create an updraft anywhere.

It can assist players in ascending to high altitudes using the glider, as these three materials are relatively inexpensive and can be used frequently.

Enter Lito Village, go to the marked location, and talk to the NPC to trigger the storyline, unlocking the main quest challenge [Lito Village's Chestnut]. At the task's marked point, you will see a small cabin at the mountain pass; talk to the NPC inside, and he will guide us to [the cave at the southern peak of Hebra Mountain].

Look for the Korok. The cave at the southern peak of Hebra Mountain is not marked on the map; we need to head northeast from the cabin, following the campfires along the way, and the NPCs encountered will also guide the player.

▲ The specific location of the Cave at the South Summit of Hebra Mountain. Upon arriving at the cave, interact with the

The NPC will tell us that the Chuchu is deep inside. Continue forward to find the Chuchu; along the way, you will encounter many thorns, so be careful not to touch them (you can also choose to burn them with fire). As you go deeper, you will discover an updraft. The place where the updraft is generated has a patch of ice; by jumping multiple times, you can break the ice and reach the lower level, where there are some resources to collect.

You can use the Ascend ability to return. Riding the updraft to the upper level, you will first encounter a blue Bokoblin. After defeating it, continue forward to find a pile of firewood on the ground, along with a wooden barrel and a flint. Breaking the barrel will drop a Hyrule Herb. The hint here is quite clear: ignite the pile of firewood, use the Hyrule Herb to create an updraft, and you can reach the upper area.

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Afterward, talk to the NPC in front, and he will guide us to the large cedar tree near Mount Shaliba to the north. Exit from the cave above, and walk towards the summit of Mount Shaliba to find Quli. When you talk to Quli, he will ask us to help him retrieve his bow.

Use Quli's wind to reach near the monsters, and attaching a bat's eyeball to the arrow will make it easy to hit the monsters and retrieve Quli's bow. Afterward, three Bokoblins will appear; after defeating them, Quli tells Link that he saw Princess Zelda in the clouds.

Next, you will head to the sky islands with Chuchu. First, go to the top of Hebra Mountain from here, and make good use of Chuchu's wind-blowing ability along the way. Upon reaching the summit, use Chuchu's wind and the Ascend ability to gradually climb the architectural ruins. Once you reach a high point, you will see a temple ahead, and there is also a sky ship nearby. Proceed towards the temple, and an animation will trigger halfway, revealing many sky beings in the sky.

Ship. Stepping on the sky ship will cause a high jump (the temple ahead will also teach players this feature). Utilize this ability to continue climbing higher. Along the way, you will encounter several Guardian Constructs, but they generally do not pose a threat to players. There is a section where ice prevents climbing around a pillar, but you can actually use the Ascend ability at the location shown in the image below to climb up.

Go.

Along the way, you will encounter a block golem. After defeating it, it will drop a tattered map that marks the location of a treasure chest in the underground world. Continuing forward, you will encounter a sky ship above.

A stone block is blocking the way; use the Ultrahand to throw nearby stones onto the sky ship to bounce up and break the rocks above.

After passing through an area that requires a hot air balloon to ascend, you will encounter a shrine. This shrine is a blessing shrine and does not require any puzzles. Continue stepping.

Ascend with the sky ship to finally reach the Temple of the Wind, then enter the cutscene.

Temple of the Wind God

Interact at the central interaction point of the ship to start the temple puzzle; we need to unlock 5 locks within the temple.

The first lock is located to the north of the central interaction point. The handle at the entrance is broken, so you can just stick something on it.

Go up to the west and turn the handle to open the door. Once inside, you will find that the lock is a fan; have the Korok use a gust on the fan. Additionally, on the opposite side of the lock (where the handle is not damaged), there is a guardian statue and a treasure chest.

Ride the central updraft to reach the highest point north of the temple, use the Ultrahand to open the cover on the ground, jump down, and you will encounter several lasers.

Be careful not to touch the traps. At the bottom, you can see Lock No. 2.

Arriving at the east side of the ship, you can see an ice cave below in front. Use the glider to enter. Inside, to the left is a cage with a treasure chest; you can create a stick to reach in and pull the chest out. On the right side is a gear; use the reverse mechanism to step onto the gear and reach the opposite side.

After the gear puzzle ahead is Lock 3. Use the ice pillars from above to stick the gear's linkage axis together to open the door and unlock Lock 3.

Use the Ascend ability to return to the top level. This time, go to the west side of the ship, use the glider to jump down, and you will see the entrance. Inside, on the left side, there are some... Laser traps, after passing through there is a treasure chest, and on the right side, there is a hole in the ground that can be accessed using a Korok leaf to create wind and a glider.

There is a Guardian Golem ahead. After defeating it, use the Ascend ability to reach the upper level. Under the stone slab on the right, there is a treasure chest. On the left side, there is a cylindrical object that we need to use the Ultrahand to attach a stone slab as a handle to rotate it. During the entire process, the door next to it will open, but once you stop rotating... The door will close, so we need to rotate it for a while and then use the rewind ability to enter. Additionally, we can directly attach a fan to the pillar to make it easier to pass through. After entering, you can find lock number 4.

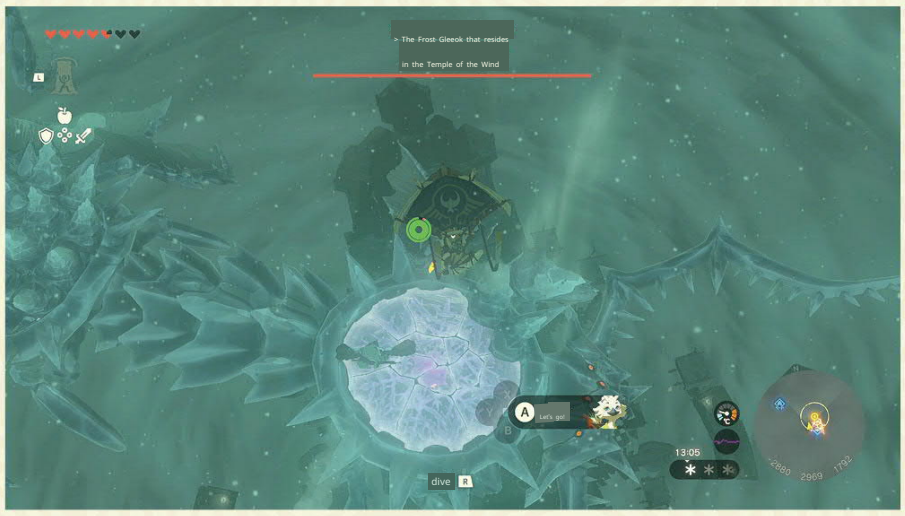
After returning to the top level, jump onto the 'oars' on both sides, and you will see the B2 level. Use the wind to glide in, and the number 5 lock is right inside.

Return to the central interaction point at the top layer to trigger the animation and start the boss battle with the Frost Gleeok.

BOSS

Frost Gleeok

This battle takes place entirely in the air and is not particularly difficult. The method to attack the BOSS is to shoot the purple glowing spot on its abdomen, or you can aim for the purple glowing spot and use a dive to charge at it. The BOSS's main attack method is to shoot ice blocks from its body, which will expose the purple weak point after it fires the ice blocks. Additionally, the BOSS will suddenly disappear and then charge upwards from beneath Link, at which point you can also approach the purple glowing spot to shoot it. After the BOSS reaches half health, it will unlock the ability to summon tornadoes, which can be avoided using the wind from the Koroks. Repeatedly hitting the purple weak point a few times will easily defeat the BOSS.



After defeating the Frost Gleeok, a cutscene will play, and you will receive the important item 【The Pact of the Sage of Wind, Tulin】, which allows you to summon Tulin at any time.

This concludes the main storyline challenge involving Tulin in 【Rito Village】.

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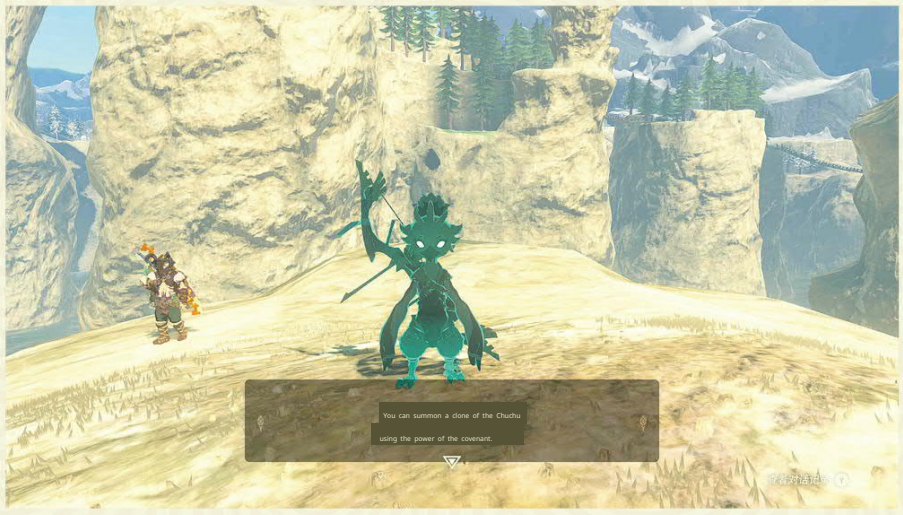


A statue buried in mud

This main storyline challenge is the eastern branch of the 【Investigate the Anomalies in Four Regions】. Follow the marked location on the map to the statue in the Zora territory, and talk to the NPC to learn that they are struggling with how to clean the mud. You can throw Water Fruits to clear the mud; you will find many on the way to Zora's Domain. If you happen to not have any Water Fruits, you can also use the Zonai device to place a water spout.

The water spout can be obtained from the Zonai device fabrication machine on the South Akkala Sky Islands, which can be reached by flying from the lookout point in Akkala Canyon. After clearing the mud, talk to the NPC to complete the 【A Statue Buried in Mud】 challenge and unlock the main storyline challenge 【The Sidon of Zora's Domain】.

TIPS

In the main storyline challenge of the Zora region, a large number of Water Fruits are required. Although you can occasionally use a water spout in emergencies, it is best to stock up on Water Fruits in the long run.

Repair the Zora Armor

At the Zora Domain's rest area (below the throne of King Dorofan), you can find Yuna. By talking to her, you will learn that she is repairing the Zora Armor but still needs a 【Fossilized Fish Tongue】. She hopes we can go find it, as this type of fish can be found in the pool at the Mipha statue in Mipha Park.

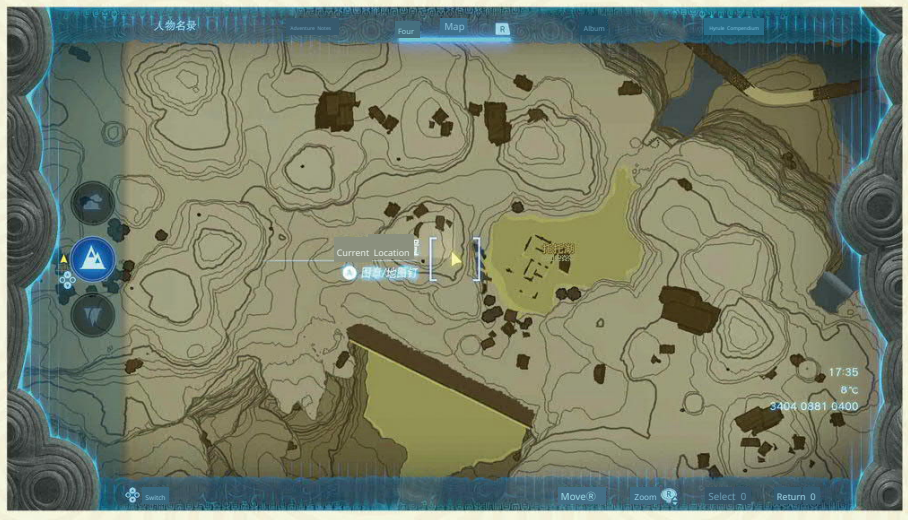
After handing the fish to Yuna, she will give the Zora Armor to the player. Once worn, it not only increases swimming speed but also allows the ability to climb waterfalls directly. The quest 【Repair Zora Armor】 will be completed after the conversation ends.

Sidon of the Zora Domain (1)

Go to the marked location on the map, Mipha's Park, and talk to Prince Sidon of the Zora tribe to enter the cutscene.

Sido will ask us to go northwest to 【Toto Lake】 to find an NPC named Giotto. Upon arriving at Toto Lake, you can find Giotto in the location shown in the image below.

This will unlock a new main storyline challenge, but the main storyline challenge in the Zora region cannot be progressed for the time being.



Broken Tablet

Talk to Kiyot, who informs us that he is deciphering the tablet, but it is damaged and we need to find the fragments. This triggers a new main storyline challenge, 【Broken Tablet】. The fragments are actually nearby and very obvious, but they are covered in mud, requiring the use of a water item to clear it away.

After clearing the mud, use the ultimate hand to piece the tablet back together, then talk to Kiyot again to complete 【Broken Tablet】. Kiyot hopes we will ask King Dorephan about it, triggering a new main storyline challenge, 【Clue to the Sky】.

Clue to the Sky

We arrived at the location of King Dorphan in the Zora Domain, only to find that King Dorphan is not here. A few children are playing next to King Dorphan's seat, and if we approach directly, we will be chased away by the children. This requires

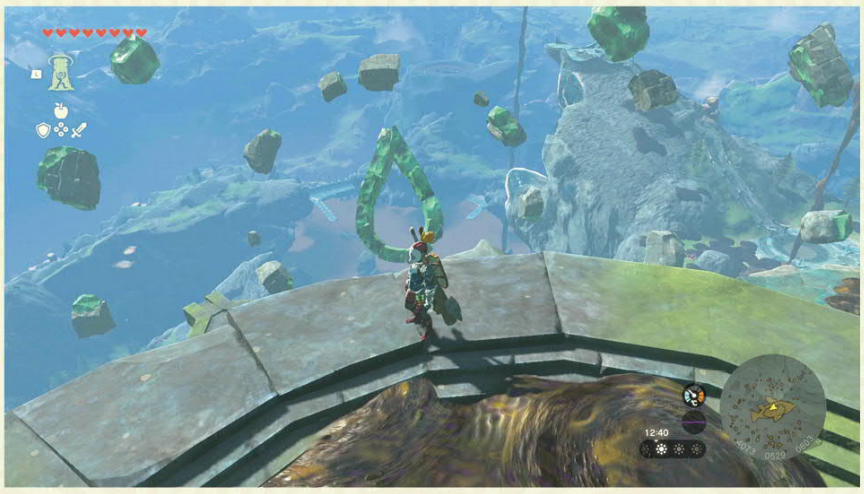
We sneaked into the pool behind King Dorphan's seat to eavesdrop on the children's conversation and learned that King Dorphan has a hideout with clear water, located somewhere between Mount Lanayru and the Zora Domain.

Next, at the location of Lulu Lake between Mount Thunder and the Zora Domain, you can see a waterfall going down.

Jump down from here to find King Dorephan.

Talking to Dorephan will grant you the 【King's Scale】. Next, you can find Sidon and Kiyot to talk to them, as they will provide some clues. According to Kiyot's interpretation of the stone tablet text, we need to look for the 'Land of the Sky Fish' and 'Water Droplets'. The so-called Land of the Sky Fish refers to a fish-shaped floating island located to the right of the Zora territory.

The water droplets can be seen by adjusting the angle on the floating island, revealing a teardrop shape made of floating stones. Use a bow and arrow with the 【King's Scale】 attached to shoot at the teardrop to solve the stone tablet's puzzle. After this, a new marker will appear on the map, completing the 【Clue to the Sky】.



Additionally, if you look down from the tail of the fish on the Sky Fish Island, there is a place covered in mud.

After clearing the mud, a hole will appear, containing the 【Zora Helmet】, so don't forget.

Sidon of the Zora Domain (2)

Return to Mipha's Park to find Sidon, and talking to him will trigger the boss battle with the sludge-like creature.

BOSS Mud Lek

This battle mainly teaches players how to use Sidon's ability. Sidon can wrap Link in water to form a water wall, which can absorb one instance of damage while Link is wrapped. If the attack button is pressed, the water surrounding Link will be thrown out as a 'water blade.' Mud Lek is covered in mud, which is perfect for using the water blade to clear the mud. After that, the strategy is the same as with a regular Lek; shooting an arrow at the weak point in its mouth will cause it to become staggered, allowing for continuous damage to its weak point. During the battle, it may sometimes choose to burrow underground, and when it reappears, it will be covered in mud again, so use the water blade to clear it once more.

After defeating the Sludge Like, Sidon will head to the previously discovered glowing point, and we need to meet up with him. Before setting off, don't forget the treasure chest dropped by the Sludge Like, which contains a Royal Broadsword. After meeting up with Sidon, a cutscene will trigger, and then jump into the glowing point to arrive at the Ancient Zora Shrine underground. In the water directly ahead, there is a treasure chest; use the Ultrahand to fish it out, which contains the Zora Sword.

There is a water outlet blocked by stones; you can use a bomb flower to clear the outlet, after which the water level will rise. Continuing forward, you will find another similar outlet. After using a bomb flower, the water level will rise again. Step onto the wooden plank and use the Ascend ability to reach above. Continuing on will lead you inside a drainage pipe. (Here, look for a nearby wall to find a cave, which contains a Moblin.)

Find a spot inside the drainage pipe where there is a manhole cover above, use the Ascend ability to reach the upper level, and you will see an outlet blocked by rubble. After blowing it up, the water level will rise, and a new path will appear ahead. Climb up the ladder and use the ultimate...

Rotate the joystick to open the door ahead. You will arrive at the glowing spot in front; interact to enter the cutscene. After that, a waterfall will fall from the sky. Put on the Zora armor, use the waterfall climbing ability, and reach the island of water surging in the sky.

The gravity on the Island of Water Springs is very low, allowing players to jump high and l and slowly. After jumping, drawing the bow can even directly enter Link's time. On the way to Si don, there is a treasure chest covered in mud, w hich contains a 【Medium Soldier's Blade】. After talking to Sidon, begin investigating the Island o f Water Springs. The entire island has many devices that produce water bubbles, w hich we can use to move between diff erent platforms. The map has already marked our target points, and along t he way, we will encounter a Block Gol em. Although it is on the main path, t his Block Golem can be avoided.

BOSS

Block Golem

This BOSS will disintegrate during exploration, and it is an excellent opportunity to encounter it multiple times. The basic strategy is to time y our attacks. When it transforms into a large cube, you can use the ultima te technique to dismantle the smaller cubes on its body one by one. As l ong as you attack the main body, you can deal damage to it. After remo ving a few small cubes, it will completely disintegrate. The attack actions of the cube golem have a significant recovery time, and we have ample t ime to climb onto its body to deal damage. Although the cube golem's at tack power is still considerable, players need to minimize mistakes.

Continue upward after defeating the block golem; the path ahead generally requires us to use climbing or water bubbles, and we will enc ounter two platforms that need to be crossed u sing wings, with the necessary Zonai devices pla ced aside. Arrive at the map marker.

After clicking, you can see Sidon. There is a Guar dian Golem ahead; here you can have him cast a water wall for us before moving forward. Defeat the Guardian Golem and continue on to enter a cutscene. After the dialogue, use the waterfall cli mbing ability to reach the 【Water Temple】.

Water Temple

At the Water Temple, investigate the interaction points to activate the water valve to clear the sludge in the temple. The location of th e water valve has already been marked on the map.

The puzzles in the Water Temple require us to activate four

First, head to the southwest direction of the temple, defeat a few stone guardian statues, and yo u will find a round ball in the water, along with a bubble-making device blocked by mud. First, clear t he mud from the device, then use the Ultrahand to place the round ball into the bubble.

The bubble-making device will wrap th e sphere in bubbles from the outlet a nd lift it to a higher platform. We also need to stand at the outlet of the bu bble-making device and use the bubbl es to move to the elevated platform.

After reaching a higher platform (which is a ctually the platform directly west of the temple), y ou will see a mechanism in the water. We need to raise the gate to let the water flow out. Here, we need to use the floating stone nearby, attach it t o the gate with the Ultrahand, and then raise the gate to let the water flow away. After that, you can place the round ball into the mechani sm. Open the door in front of water valve No. 1. Use Sidon's water wall on Link, then attack , and hit the water valve with a water blade t o activate it. The activation method for the su bsequent water valves is the same.

Looking from the current platform towards the temple, you can see a flame gate below the temple.

Fly to the gate, use the Ultrahand to find a floating stone inside the flame gate (normally obscured by the flame gate and nearly invisible), use it as a barrier, enter inside, and you will see a mechanism; the sphere is at the end, combine the sphere with the floating stone.

Assemble the floating stones together and transport them to the mechanism to open the door in front of the No. 2 water valve. Note that since the mechanism is vertical, you must assemble the floating stones and the sphere together and place them on the mechanism.

Use the Ascend ability to return to the upper level of the temple, look up towards the northeast, and you will see an area that is blocked by silt.

A waterfall blocked by mud; use a bow and arrow with a water fruit to clear the mud.

Use the waterfall climbing technique to ascend the waterfall. After reaching the top, use the reverse time ability to reach the platform to the northeast. Here, we need to use hydroelectric power to open the door of water valve number 3.

There are many ways to build a hydroelectric gear system; below is just one reference. Then, use the water bubble to connect the circuit, which will open the door of water valve number 3.

After opening Water Valve No. 3, use the water bubbles to reach the platform directly to the east. Here, you can see a square object spinning rapidly in the center, and the switch for the door of Water Valve No. 4 is inside it. Jump up to enter Link Time, shoot an arrow with an additional Water Fruit into the center of the square object to clear the sludge inside, then shoot another arrow to hit the switch. This will unlock Water Valve No. 4.

All the water faucets have been unlocked. Return to the temple to investigate the interactive point in the center, enter the cutscene, and then begin the boss battle with the Octopus Monster.

BOSS

Octo Monster

Before the battle begins, it is recommended to prepare for damage output. When the boss is at half health, it will enter a phase where it prepares a shield with a water plug. In the second phase, it will spray a large amount of sludge in the arena. Although the boss's main body is an octopus, it will wrap itself in sludge during the battle. At this time, you can take out the prepared water plug shield to clear the sludge on the ground. After this, it will transform into a shark. Its main attack methods in this phase are direct sludge sprays, sweeping sludge attacks, and jumping in the sludge. Because of the low gravity in the Water Temple, it is difficult to get close as it jumps back and forth in the sludge. However, as long as we jump high, we can easily dodge all of the boss's attacks. By using Link's ability to jump, we can shoot an arrow at it, causing it to enter a staggered state. This allows us to safely deal damage. Generally, after hitting it four times in the octopus state, we can defeat the boss. During this phase, the boss will not attack, allowing us to get close and deal damage.

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Defeat the Octo Monster, talk to Sidon, and enter the cutscene. After the cutscene, Link will receive an important item from the Water Sage, Sidon.

With the covenant, you can summon the avatar of Sidon at any time and utilize his water wall ability. The main storyline challenge in the Zora Domain concludes here.

Practical tips

After completing the main storyline challenges, you can find a deep cave inside. Specifically, return to the [Ancient Zora Shrine], and the location is shown in the image below. You can find that the water here has already been drained, leading to the [Zora Greaves].

Dew of Gerudo Town

This main storyline challenge is a southwestern branch of the quest to 【Investigate the Anomalies in Four Regions】. As mentioned earlier, the temperature difference between day and night in the entire Gerudo region is significant, so before heading to the Gerudo area, be prepared for both heat resistance and cold resistance. For heat resistance, you can prepare some cooked dishes, and after entering the desert, follow the road to Karakara Bazaar, where you can spend 450 rupees to buy the 【Heat-Resistant Headband】, which provides heat protection. For cold resistance, you can directly use the cold-resistant pants obtained from the initial sky island.

Practical tips

Similar to the previous game, in this installment, weapons made from ice-type materials will have fire properties or fire-type weapons carried on the back, and the attributes of ice and fire will affect Link's body temperature. On the way to the Gerudo Desert, you will encounter many fire lizard warriors and hail lizard warriors, which can serve as a means of cold and heat resistance to some extent.

If you continue from the Karakara Bazaar towards the desert, you will find that the area ahead is covered in sand due to unknown reasons, causing the mini-map to malfunction. Inside the sandstorm, there are many updrafts; if you ride the updrafts into the sky, the mini-map will be restored. In the desert, there is a monster called Gibdo; using physical weapons to attack them will deal very low damage, but as long as you use elemental weapons, it will be effective.

You can easily defeat it. Make good use of the updrafts to adjust your direction, and you will arrive at Gerudo Town. Once you enter the town, the mini-map will be restored. Follow the marked location to the underground street of the Gerudo residents, talk to the NPC to trigger a storyline, and then you will unlock the main storyline challenge, 'The Dew of Gerudo Town.'

Practical tips

After buying the 'Hot Sand' set at the Karakara Bazaar, find a spot blocked by rubble in the underground river. The shopkeeper will tell us a way to live. Break through the rubble and proceed to learn about a secret club. Inside, you can use the 'Ascend' ability in a place where the ceiling is white to buy the remaining parts of the Hot Sand set. Additionally, at the end of this path, using the 'Ascend' ability will also reveal an entrance to the underground, where a Korok will appear. Any one of them will do, and you can enter a path.

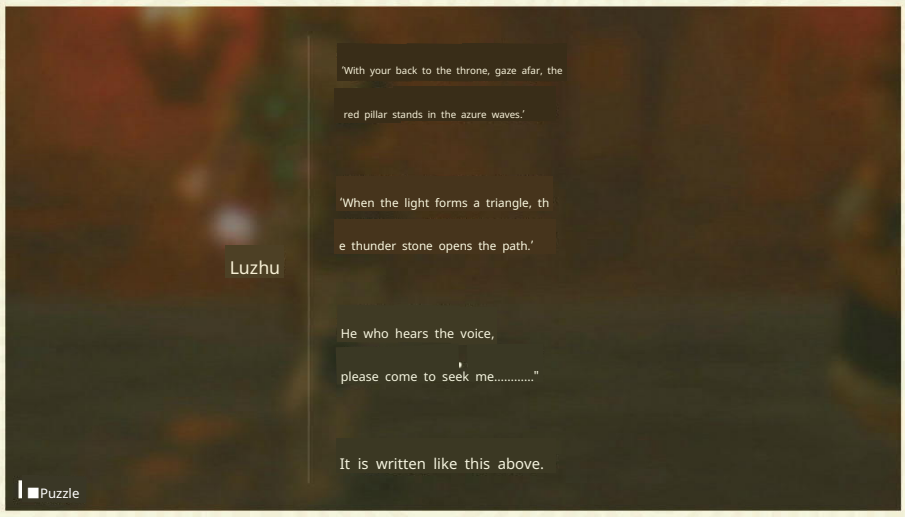
Next, we need to head to the North Gerudo Ruins to find the dew. The location will be marked on the map, but since the mini-map will become inactive after leaving Gerudo Town, be sure to pay attention to your direction before setting off. Upon reaching the North Gerudo Ruins, you will see the dew training with lightning attacks. Approach to trigger a cutscene.

Next, it will teach players how to use the dew's abilities. When Link shoots an arrow, the dew will release a lightning strike at the location Link aims at. The farther the target is hit, the longer the dew will need to charge.

Soon, news came from the Gerudo that the Karakara Bazaar was attacked by Gibdo. Luzhu immediately headed to the Karakara Bazaar, and we should follow her. It is important to note that our mini-map is still malfunctioning at this time, but we can open the map menu to use the teleportation feature. There is a shrine right next to the Karakara Bazaar, so we can teleport there directly.

Upon arriving at the Karakara Bazaar, a cutscene will trigger, and we need to work with the Gerudo to repel the Gibdo. At this point, we can use Luzhu's ability to stand in place and shoot arrows at the Gibdo. After defeating a few Gibdo, we will be prompted to attack the nest that produces them. While it is generating Gibdo, we can shoot it with arrows. After clearing all the Gibdo, a cutscene will play.

Afterwards, we need to return to Gerudo Town and have two more conversations with Riju. She will ask us if we are ready for battle; choose 'Yes' to enter the cutscene. Next, we need to work with Riju to fend off the attack from Gibdo. The battle is basically the same as the one at the Kara Kara Bazaar; simply shoot when Gibdo spawns from the nest. It is important to note that you must shoot only when Riju's attack ranges covers the nest. This battle is not difficult; after it ends, Riju will instruct us to find her at the mural deep in the underground street hall. Upon reaching the mural and meeting Riju, we will have a conversation that presents us with a riddle, indicating where we need to go next.

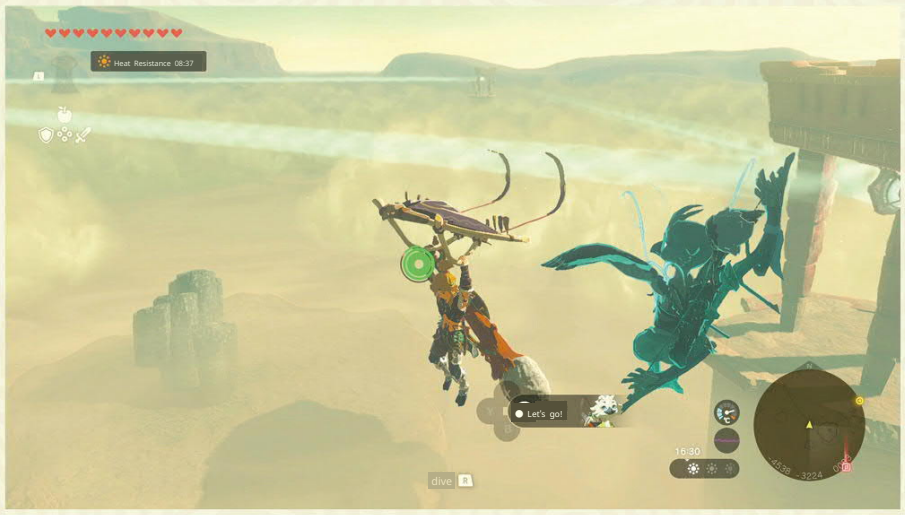


According to the hint, look at the back side of the throne in Gerudo Town, where you can see a huge tower-shaped building with three pillars. Next, we need to head there, as the mini-map will malfunction.

During the journey, be sure to always pay attention to your direction. Of course, you can also glide over directly from the temple high up in Gerudo Town using the glider. Go.

Upon arrival, you will see a section on the ground that can be smashed. After smashing it, a beam of light will appear. Follow the direction indicated by the light to find the second building of the same shape. Nearby, there is a switch on a pillar that corresponds to the second beam of light.

After activating the switch, the second building will rise, receiving the light from the first building and refracting it, guiding us to the third building. If you lose your way along the way, you can ride the updraft to fly into the sky and check the map.



Upon reaching the top of the third building, I found that the switch here was missing a handle, which is located one level below. I need to use the floating stone here to transport the handle up. By using the Ultrahand to fix the handle and activate the mechanism, light will appear at the center of these three buildings.

Go to the light and investigate; Dew will also arrive. After talking to him, shoot an arrow at the object ahead to let lightning strike it, and then the Temple of Thunder will appear in front of you.

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Temple of Thunder

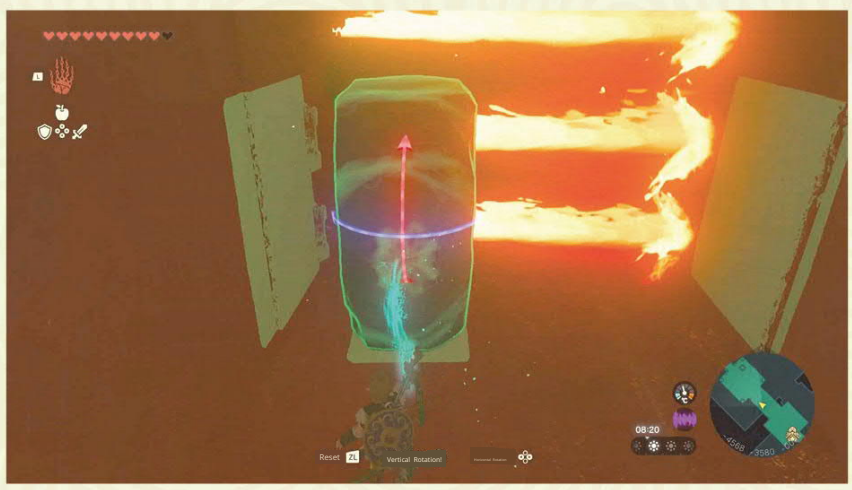
Using the ability of the dew, shoot an arrow at the purple glowing spot at the entrance of the Thunder Temple, and the BOSS, Queen Gibdo, will appear. Shooting the BOSS twice with the dew ability will cause it to become staggered.

After dealing some damage to the BOSS, it will escape into the temple. Next, we will also enter the temple to explore.

At the entrance of the shrine, there are many sand piles. Under the sand pile directly in front of the main door is a mechanism to open the door. Use a fan or the ability of the Chuchu to blow the sand away, step on the mechanism, and you will be able to open the shrine's main door.

Upon entering, you will find that this is the basement level of the temple. As you proceed, you will encounter a flame door blocking your path. Use the ultimate hand to grab the stones you find along the way to block the flames. Note that there is a stone here.

The differently colored stone slabs, when stepped on, will fall to the lower level along with the slab, where you can find a 【Gerudo Dagger】. Using the Rewind ability on the slab will allow you to return to the upper level.



After passing through the flame gate, step on the mechanism on the ground, and the door ahead will open, while the flame gate will extinguish. The path ahead will continuously have rolling fireballs; use the rewind ability to get through. Then step on the mechanism on the ground to continue forward. From here, we will encounter some enemies one after another, in addition to the golem sentinels that appear in the temple, there are also quite a few Gibdos in the Thunder Temple.

Continue upward to reach the Light Room. Here, you will see many sand piles; use wind to blow them away. Under the sand piles, you will find a mirror. Use the mirror to reflect the light from the center of the room onto the mechanism shown in the image below to open the door leading to the first floor of the Thunder Temple.

After entering the first floor, investigate the central interaction point to trigger a cutscene, after which we will need to find four batteries and charge them. First, head to the northeast corner of the first floor, where you can see a hole in the wall blocked by two stones. Use the Ultimate Hand to move the stones aside, then enter through the hole to find Battery No. 1. Use the ability of Dew to shoot an arrow at the battery to charge it.

Then return to the middle of the first floor, where you can see an updraft next to the stairs, but it is blocked by a stone. Move the stone away and ride the updraft to the fourth floor. Here, there are two constantly rotating mechanisms that need to be aligned using the reverse gravity technique so that the gaps of the two mechanisms match. After that, you can pass through.

Here, the hole in the wall ahead is also blocked by a stone. Use the ultimate hand to move it away, and a beam of light will shoot out towards the wall, illuminating the statue behind you, which will then open a door. After the door opens, wait a moment, and the light will reach a farther position, opening a new path.

Ride the updraft to the newly opened path, and use stones to block the two mechanisms ahead before proceeding. At the end, you will see a sand pile; blow it away to obtain a mirror, then jump down to the room below.

On the surface, you will see sand piles that can be blown away to reveal mirrors. It is important to note that you should not bring the mirrors from above down to the lower level.

Downstairs, you need to use the mirrors to reflect light and find the mechanism on the wall, but the wall here

The wall keeps rotating. You can insert the nearby 【stake】 into the wall to secure the surface.

After successfully shining light on the mechanism below, use the Ascend ability to return to the top, and reflect the light onto the mechanism using the mirror above (in the direction you came from) to open the door behind the mechanism and find Battery No. 2. Note that if you can't find the dewdrop at this time,

you can turn back and check the place where the mechanism is blocked by a stone, adjust the position of the stone, and the dewdrop may refresh behind Link.

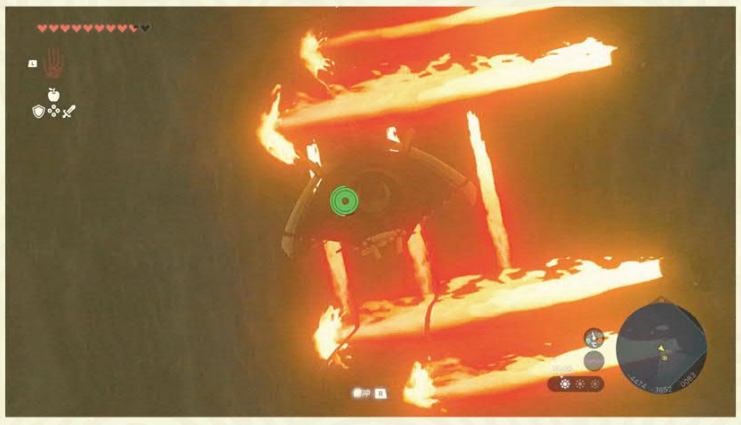
Return to the center of the temple and use the updraft to reach the 5th floor. On this floor, you can see a Guardian statue, and behind it, there is a light room that requires climbing the wall to enter. The location is somewhat inconspicuous.

Once inside, you will see light, stones, and mirrors. Use the Ultra hand to attach the mirror to the stone, reflecting the light from the entrance of the light room.

Then climb out of the light room and adjust the statue on the same floor to refract the light onto the mechanism on the second floor. Use the glider to reach the second floor, enter from the position of the statue, where there are multiple Gloom Guardians and Gibdo, as well as a nest that produces Gibdo. Due to the large number of enemies, this battle can be somewhat troublesome, but fortunately, the Gibdo move relatively slowly, allowing you to use the dew ability to eliminate them all at once when they gather together.

After defeating all the enemies, you will notice that there are many mirrors, panels, torches, and hot air balloons placed around the scene. This hints that players need to use the hot air balloons to lift the mirrors high, refracting the light onto the mechanism, which will then open the door to Battery No. 3.

After unlocking Battery No. 3, we need to return to the 5th floor and move the statue to refract the light onto the statue on the 6th floor. Use the updraft to reach the 6th floor, then enter the path behind the statue, where you need to glide through the flame mechanism all the way down to the bottom. After going down, you will see Battery No. 4, but Dewdrop cannot come in with us using the glider. You need to step on the mechanism at the entrance of the battery to open the big door, and then you can use Dewdrop's ability to charge the battery.

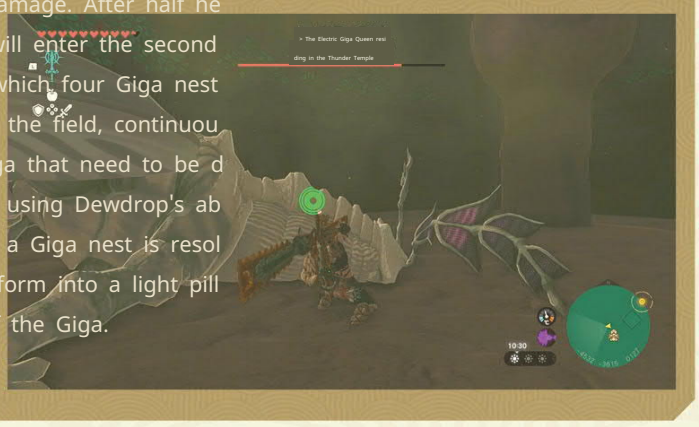


At this point, all four batteries are fully charged. Return to the central interaction point on the first floor of the shrine. Investigate to trigger a cutscene dialogue, then initiate the boss battle with Queen Ghibo.

BOSS Queen Ghibo

Before the battle, you can use leftover materials to build and face the Giga Queen. Contact with the light pillars will cause damage, so you can choose to stand in the light pillar and use a mirror to reflect light onto the Giga Queen. The strategy for the Giga Queen in the second phase is the same as before; use lightning to knock it down and then deal damage. Additionally, it is important to note that due to the dark tone of the entire scene, the character Dewdrop appears quite dim, making it difficult to locate her during the battle, especially after the BOSS enters the second phase, where numerous Giga appear, creating some chaos. We must always pay attention to Dewdrop's position to utilize her abilities effectively.

A mirror shield, though not essential. The BOSS's mechanics are basically the same as when we encountered it at the entrance of the Thunder Temple. Hitting it twice with Dewdrop's lightning will cause it to fall into a staggered state, allowing for full damage output. Before the BOSS falls into this staggered state, it is difficult to inflict damage with physical weapons, so the strategy is to look for opportunities to use Dewdrop's lightning to knock it down and then move in to deal damage. After half health, the BOSS will enter the second phase, during which four Giga nests will appear on the field, continuously spawning Giga that need to be dealt with quickly using Dewdrop's abilities. Each time a Giga nest is resolved, it will transform into a light pillar, regardless of the Giga.

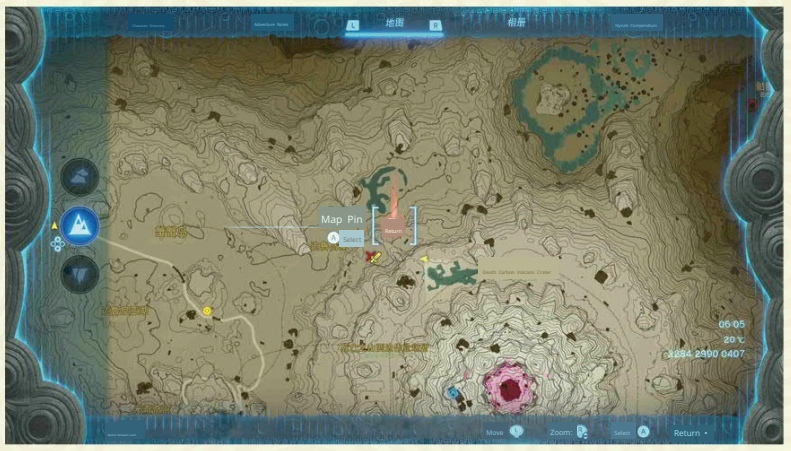


After defeating the Queen Gibdo, a cutscene will play, after which you will receive the important item [The Pact with the Sage of Lightning], allowing you to summon the Sage's avatar at any time and utilize her lightning abilities. The main storyline challenge in [Gerudo Town's Sage] concludes here.

A-Yuan from Goron City

This main storyline challenge is the northeastern branch of the 'Investigate the Anomalies in the Four Regions.' Since the Orting area has volcanic terrain, some parts are very hot, requiring clothing or dishes with flame protection effects. Clothing with flame protection can be purchased at the clothing store in Goron City, but it is very expensive. Flame-resistant dishes need to be made using fireproof lizards / fireproof butterflies and monster materials.

The fireproof butterflies are still relatively common in the Orting area; you can catch them by sneaking up quietly. Additionally, to the northeast of Goron City, there are two lizard-shaped lakes that are quite recognizable. Between the two lizards, there is a lizard cave where you can find the 【Divine Beast Armor: Rudania】, which also provides fire protection. If you don't want to spend money on the fireproof clothing in Goron City, you might consider obtaining this equipment as soon as possible.



▲The cave is located at the red marker. Arriving at the northeastern marker of the 'Investigate the Anomalies in Area Four' will trigger a cutscene, revealing that the people here have become strange due to eating a stone called 'Delicious Rock.' After the cutscene, the main storyline challenge can be triggered.

【Ayu of Goron City】. Next, go to the location marked on the map, talk to the two small Goron tribe members at the entrance of Ayu's headquarters, then enter Ayu's headquarters to trigger a cutscene, followed by a boss battle with Ayu.

BOSS Ayu

This battle is very simple; we will enter a dazed state ourselves, and we can just walk over and attack. Each time we hit A-Yuan, a part of the mask on his head will break off. After three hits, the mask will be completely shattered, and the battle will end.

We need to attack A-Yuan three times to bring him back to consciousness. A-Yuan's only attack method is essentially a charge while curled into a ball, which can be avoided by running sideways. If he crashes into the edge of the platform,

After the battle, a cutscene plays, and Ah Yuan returns to normal. She will then teach the player how to use her abilities. Ah Yuan's ability is a fiery charge, and Link needs to guide the direction of the charge's release.

After using the charge to break through obstacles, leave the cave entrance. Next, we need to head to Death Mountain together with Ah Yuan.

Ride the rail car to Death Mountain, then start the boss battle by talking to Alva at the marked location.

BOSS Ilbakia

After the battle begins, we can reduce the BOSS's health by 1/3 while simultaneously seeing a wing integrated with a fan. Once hit, the battle will end. Note that fighting in the air requires us to pilot the wing up into the sky; during the flight, the BOSS will use Ah Yuan's ability to charge at the BOSS, spraying lava from its three heads. Be careful to dodge. For each successful hit on a head, we can

After the battle, the volcano's crater in Death Mountain will open, and Ayan will jump into the crater. We need to jump down together. After jumping down, we will enter the underground world. Once inside, remember to interact with the nearby Demon Root to light up the surrounding map.

Talk to Ayan; at this moment, he hears a voice calling to him. Next, we need to follow Ayan to find the source of the voice. Along the way, we will encounter many edible rocks blocking our path, which can be cleared using Ayan's charge.

Along the way, you will encounter many high-level Bokoblins. Be careful during battles here; do not take out bomb flowers, as they will explode immediately.

At a gathering place of Bokoblins, you will find railway tracks and mine carts. You can take the mine cart from here to progress (it's not mandatory; you can also take a detour).

Arrive at the main entrance of the large building, enter the cutscene, and discover that this is the Fire God Temple.

Use Alva's charge to break the delicious rock at the entrance, then begin the puzzle-solving in the Fire God Temple.

Goddess of Fire Temple

The interior of the Fire Temple is complex, with a five-level structure surrounded by multiple tracks, making it easy to get lost. Additionally, due to the large amount of smoke and particle effects, the frame rate inside the temple fluctuates significantly. Considering these two points, it is easy to become disoriented and unable to find the correct path in the Fire Temple. If you often lose your way, you can enable the option 'Mini-map fixed to north' in the settings, so the mini-map in the lower right corner will always keep the top facing up.

North down south.

After entering the map, a cutscene will trigger. Once the animation ends, investigate the interaction point on the right side and discover that the path is locked by five locks. Next, we need to find the switches for these five locks. First, turn around and head southeast; you will see a Guardian Golem. The path behind the Guardian Golem is filled with lava, so you need to use the water spout to spray stone slabs onto the surface of the lava and walk across the slabs.

After passing through the lava, I saw a track ahead, and there happened to be a minecart equipped with a fan nearby. I got into the minecart and hit the fan. Once the minecart started, I noticed a reporter ahead (changing the track).

Use Ayan's powerful charge to hit the switch device. If you accidentally miss it, don't worry; if you don't hit the switch, this track is circular.

After the minecart arrives, get off and walk forward to find a Flame Like on the wall. Use a Water Fruit or a Water Spout to extinguish the flames on it, exposing its weakness. After defeating the Flame Like, you will find a spot blocked by a Chuchu Jelly, separated from us by a river of lava. Use a Water Spout to create a stone slab to pave a path, then use Aonuma's ability to smash the Chuchu Jelly to find Switch 1. Use Aonuma's ability to hit the switch. Note that if Aonuma did not come with Link into the room with the switch but is standing outside, it may be because the path made by the stone slab is not very even; just make a slight adjustment.

After unlocking switch number 1, return to the location where you just got off the minecart, hit the mechanism shown in the image below, sit in the minecart, hit the fan, and continue forward. There is a delicious rock blocking the track ahead, use Ayan's

Before the minecart reaches its destination, you will see a switch. At this point, do not touch it yet. After reaching the destination, the next action requires you to hit the switch next to the minecart to change its direction. It is advisable to first

Path, then use Aonuma's ability to smash the Chuchu Jelly to find Switch 1. Use Aonuma's ability to hit the switch. Note that if Aonuma did not come with Link into the room with the switch but is standing outside, it may be because the path made by the stone slab is not very even; just make a slight adjustment.

Charge to clear the way, and then you will encounter golem sentinels attacking us while sitting in minecarts. Since both minecarts are in motion, you need to calculate the lead when shooting with a bow and arrow.

turn off the minecart's fan to avoid the situation where the cart leaves before you have boarded. After changing direction, get on the minecart and head back, using Ayan to hit the switch you encountered earlier.

After arriving at the destination, get off and you will see two small flame stone creatures. Defeat them using blunt weapons. You will find that on the platform you are currently on, besides the track you came from, there is another track to the west.

Place the minecart on the track to the west, hit the mechanism in front of this track as shown in the image below, then get in the minecart and hit the fan.

After arriving at the destination and getting off, you will find that there is lava ahead, and you need to use a water spout to douse the stone slab to pass through.

Arriving at the other side of the lava, there is a very strong Golem Guardian here, but it is facing away from me.

We can launch a sneak attack first. After defeating the Golem Guardian, the number 2 switch is right ahead.

After unlocking switch number 2, return to the location where you just disembarked and draw your bow to shoot at the track opposite. If the distance is not calculated accurately, you can attach a bat's wings to the arrow.

After hitting the mechanism, the track in front of you will rise, allowing you to take the minecart to the 3rd floor of the temple. The 3rd floor is a relatively large platform, where there is a guardian golem, and there are several Zonai devices nearby (some of which will be needed later). Rocket). When you reach the southwest corner of the platform, you will find a broken track here. You can attach the rocket to the minecart to allow it to fly directly over the broken track.

Use the rocket minecart to reach the 4th floor of the temple, and first deal with the nearby Guardian Golems. Go to the position shown in the image below and assemble the broken board. Once lifted, you will see a piece of ore on the ceiling. The assembled board can provide a launch angle for A-Yuan's charge to smash the ore on the ceiling.

After smashing the ceiling with a delicious rock, a block will fall down. Stand on the block and use the reverse mechanism to reach the 5th floor, where you can find switch number 3.

After unlocking switch number 3, go to the northeast corner of the 5th-floor platform. Looking north, you can see the 3rd-floor platform. You can directly glide to the 3rd-floor platform using the glider.

Go to the position shown in the image below on the 3rd floor platform, where there are two adjacent mechanisms; you only need to strike the one on the right once.

Sit on the track on the right side of the mechanism, hit the fan, and then you will find that we are on a circular track. When we reach the position shown in the image below, (there is a minecart parked nearby, which is easy to recognize), jump down from the minecart.

At this moment, we can see that the switch number 4 is right in front of us, but the position of the switch is very high. Facing the switch, there is a delicious rock on our right side. After smashing it with Ayuan, there is something inside.

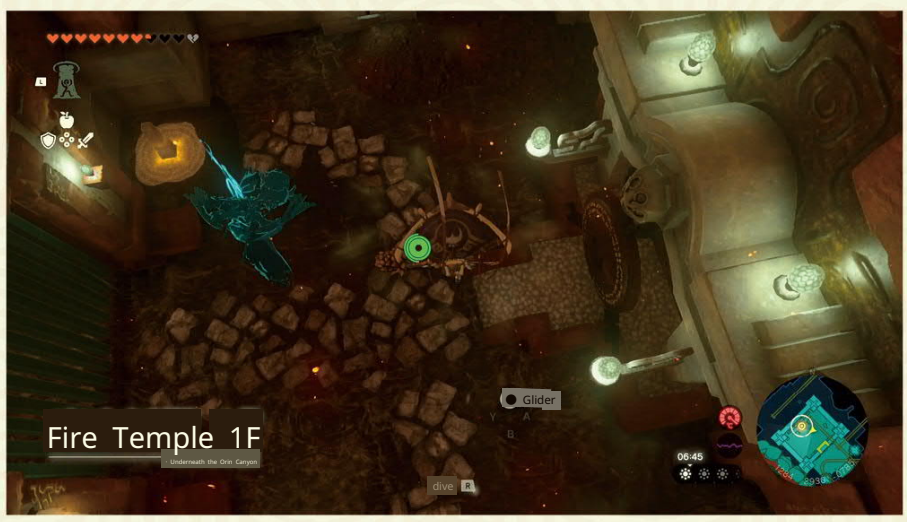
A water faucet. Use the stone slab created by the faucet to form a ramp aimed at the No. 4 mechanism, giving Ah Yuan an angle for launch to hit the No. 4 mechanism.

After unlocking switch number 4, move the ramp we just built behind us; there is also a delicious rock that can only be hit with a ramp.

Break the delicious rock to discover a path behind it, then use the glider and the wind from the Korok to get across.

Through the hole in the ground, you can jump all the way to the first floor, where you can find switch number 5.

Note that you need to hit the mechanism at the entrance of switch number 5 to open the door before Ayu can enter.



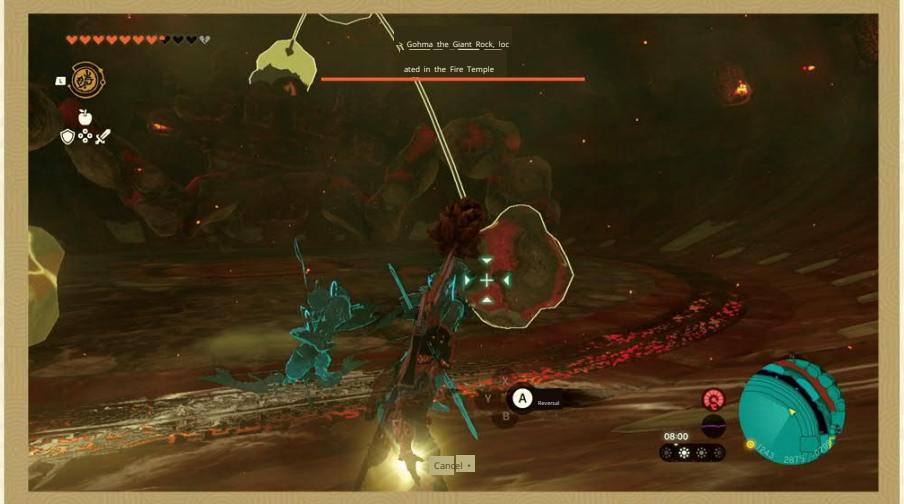
After unlocking the No. 5 switch, return to the interaction point on the first floor of the temple, open the door that was previously locked by five locks, and upon entering, you will find edible rock on the ceiling. The walls here are all at an angle.

Use Ah Yuan's powerful charge on the edible rock on the ceiling to trigger a cutscene, which will then initiate the boss battle with the giant Goma.

BOSS

Gohma the Giant Rock

The BOSS has four legs made of rock. When it throws the explosive rock bombs, it will toss them to surround Link with a circle of bombs. After being surrounded by bombs, Link can use the Reverse Time ability on any bomb to escape the encirclement. At this stage, you need to find opportunities to have Gohma throw the explosive rock bombs, and you can use Reverse Time on the bombs to send them back to the BOSS. Successfully hitting the BOSS will cause it to fall after its health drops below half, and you can then climb onto its back to attack its eye.



After defeating the giant rock Goma, enter the cutscene, and you will receive the important item [The Pact with the Fire Sage Ayan], which allows you to summon at any time.

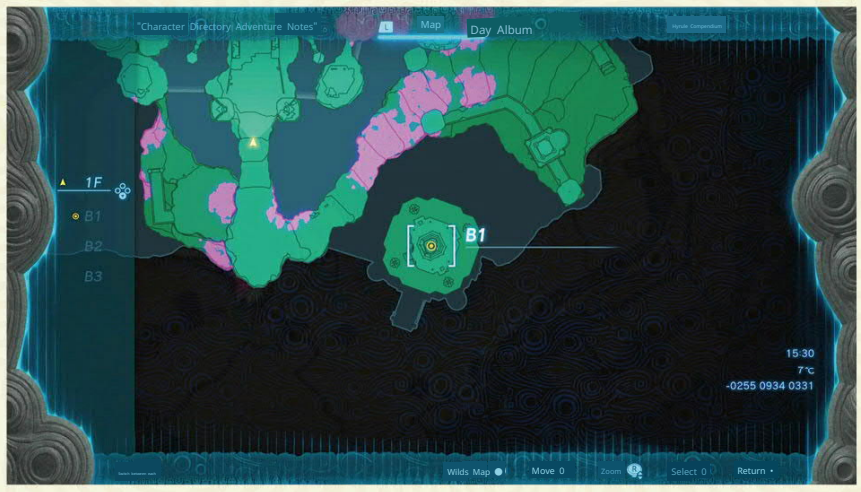
Ayu's clone, and use its charging ability. 【Ayu in Goron City】 The main storyline challenge ends here.

The anomaly of Hyrule Castle

After completing the 'Investigate the Anomalies in Four Regions' quest, return to the Watchtower and talk to Purah. You will discover a vision of Zelda appearing inside Hyrule Castle, and you will need to head to Hyrule Castle to search for Zelda. Hyrule Castle is floating.

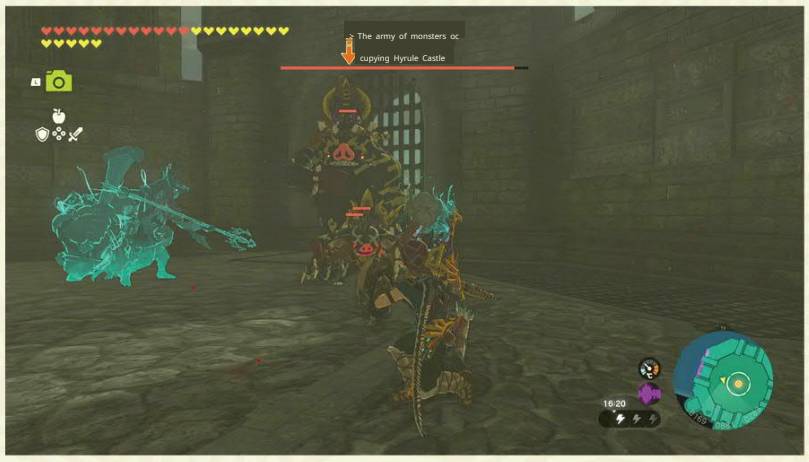
In the air, you can enter the watchtower to monitor the fortress.

Upon arriving at Hyrule Castle, you will hear Zelda's call, and a marker will appear on the map.



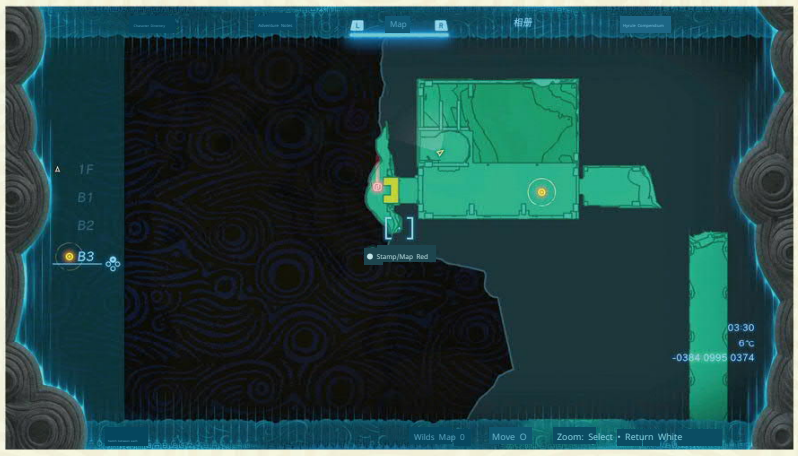
After reaching the target location, Zelda in the area will disappear, and a Boss Bokoblin along with three regular Bokoblins will appear. After the battle, a new target point will appear, and this will happen multiple times. Each time you catch up to Zelda, she will disappear, and a group of monsters will appear. The second time, a Black Lynel and three regular Lynels will appear.

Chuchus of the same element; on the third encounter, multiple Gibdos will appear, so remember to use elemental weapons; on the fourth encounter, three Fire Lizalfos warriors will appear; on the fifth encounter, two Ice Keese and one Silver Moblin will appear; on the sixth encounter, three Electric Lizalfos will appear.



It is worth mentioning that although the terrain of the castle seems complex, it is actually easy to find the target point as long as you understand two points. The first is to make good use of the Ascend ability to reach higher levels, and the second is to mark on the map.

Make sure to note the entrance of the target area (the map marker is a yellow '[' shape), and simply glide to the entrance using the glider.



As we clear out the monsters, Zelda's voice echoes again, indicating that we need to head to the main hall on the first floor of the castle. Upon reaching the main hall, a cutscene will trigger.

Then, the battle with Phantom Ganon will begin.

BOSS

Phantom Ganon

This battle is somewhat challenging. The main body will continuously release miasma, and if you come into contact with it, it will reduce your maximum hearts. You can interrupt the BOSS's miasma release by shooting it with arrows. Additionally, in the second phase, Phantom Ganon will switch between different weapons to attack the player, including spears, one-handed swords, two-handed swords, and bows. If the player defeats a clone of Phantom Ganon, the weapon in its hand will drop, and we can use it. However, using weapons dropped by Phantom Ganon will be eroded by the miasma, reducing your maximum hearts.

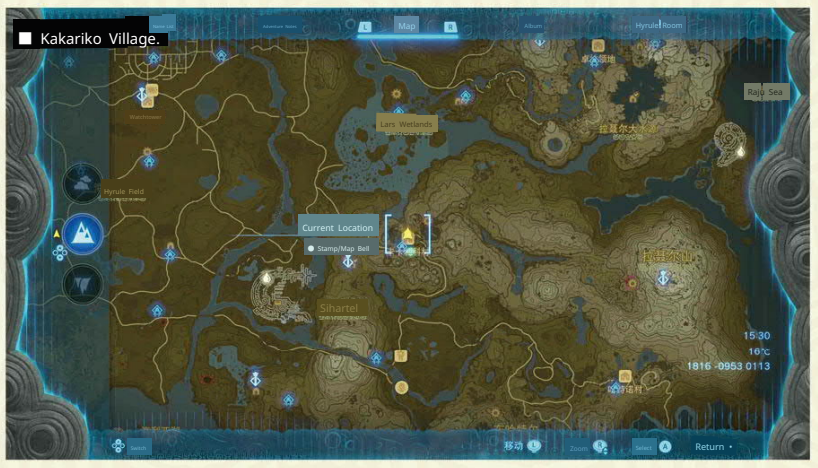
Phantom Ganon has high health and attack power, but relatively speaking, the various attack movements of Phantom Ganon are quite clear. Including the main body, there are a total of 5 clones of Phantom Ganon. Dealing damage to any clone will reduce its health. In addition to sharing the BOSS's health bar, each clone also has its own independent health. If enough damage is dealt, that clone will disappear. After defeating all 5 clones, the BOSS will be at half health and enter the second phase. At this point, the BOSS will again transform into multiple clones.

After defeating Phantom Ganon, a cutscene is triggered. We then need to return to the Watchtower to explain the situation to Purah, only to discover that one sage is still missing. After the conversation ends, 【Hyrule Castle

The main storyline challenge of the "Transformation of the Fortress" has temporarily come to a pause, but it is not yet complete, while simultaneously unlocking a new main storyline challenge: "Searching for the Fifth Sage."

The secret of the Ring Ruins.

To complete the quest 【Finding the Fifth Sage】, you must first finish 【The Secret of the Ring Ruins】. Go to Kakariko Village, located southeast of the Watchtower, and talk to the village chief, Paya, to trigger the main storyline challenge 【The Secret of the Ring Ruins】.

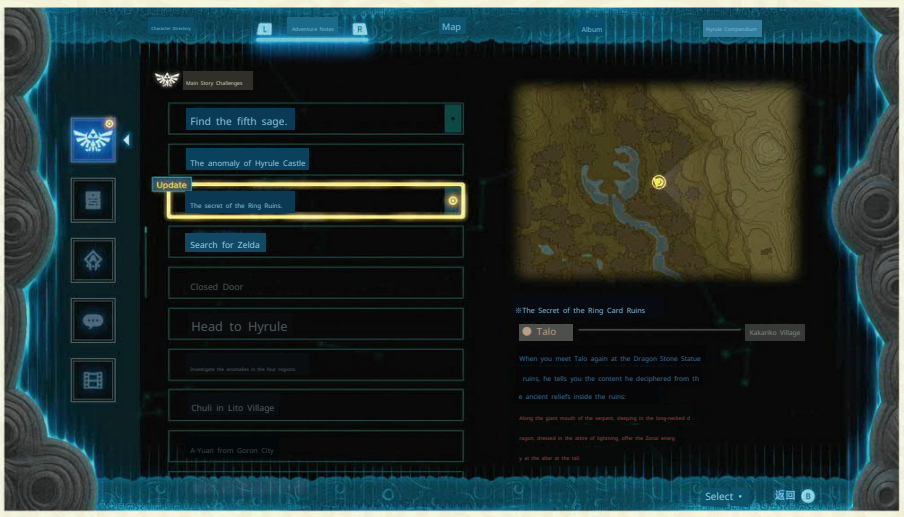


Use the Ascend ability to enter the interior of the Ringka Ruins, and take a photo of the text inside the ruins with the camera.

Return to Paya and talk to her to trigger the storyline.

Next, we need to head to the Birdwatch Tower at the Bubble Heights (southwest of Kakariko Village) and talk to the NPC next to the tower to learn that Tauro will start his investigation around Kazul Lake. We need to meet up with him. When we arrive at Kazul Lake, we can find a campfire nearby.

There is a note left by Tauro, and reading the note reveals that he is in the nearby ruins. Entering the ruins, you can find Tauro, and there is also a treasure chest nearby. From the chest, you can obtain the Thunder Armor. After equipping the Thunder Armor, talk to Tauro to receive a puzzle.



According to the puzzle, we need to gather the Thunder Armor set. We have already found the top of the Thunder Armor inside the ruins. After leaving the ruins, turn left and proceed along the shore of Lake Kazu, where you can find two glowing caves, which contain the clothing and headpiece.

After leaving the ruins, turn left and proceed along the shore of Lake Kazu, where you can find two glowing caves, which contain the clothing and headpiece.

After picking up the Thunderlight set, continue along the lakeshore until you reach the end of Lake Kazlilou, where you can find the third glowing cave. Enter the cave,

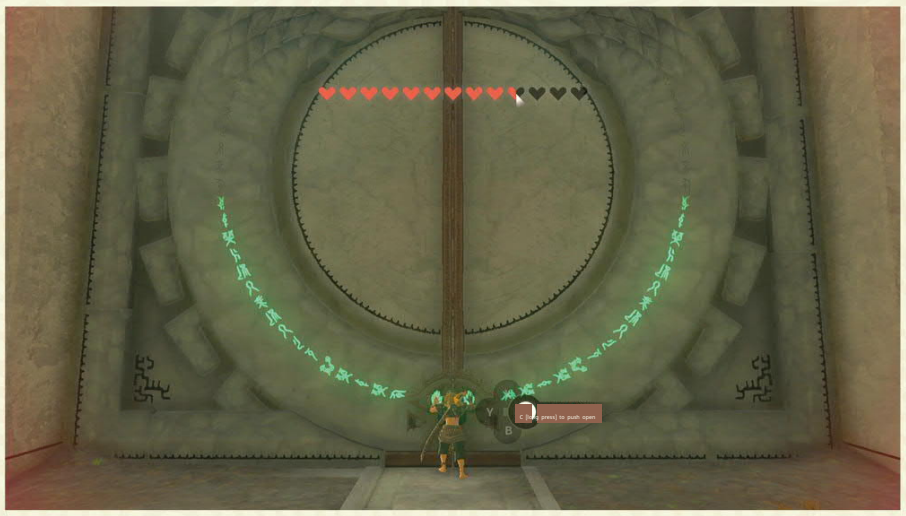
Place a Zonai Charge on the altar to enter the cutscene.

After the animation ends, a new sky island (Thunder Island) rises in the sky. Opening the map reveals that this Thunder Island resembles a dragon.

The shape allows you to fly from the bubble-lifted bird's perch to the tail of the dragon. After reaching the island, use the Ascend ability to slowly move towards the position of the dragon's head.

Upon reaching the dragon's head, you will see a temple with a large door in front of the deity. This door is similar to the back door of the initial sky island's shrine.

During the process of pushing the door, you will continuously lose health. To open the door, you need at least 10 hearts.



After pushing open the large door, a mask can be seen. Interacting with it triggers a cutscene. After the animation ends, the mask will guide to a location.

The main storyline challenge 【The Secret of the Ring Card Ruins】 ends here, unlocking a new main storyline challenge 【Guidance from the Ancients】.

Guidance from the Ancients

We need to transport the mask discovered in the main storyline challenge above to the location it indicates. There are many methods of transportation, the most basic solution is

Use the nearby Zonai device to create an aircraft for transportation.

After delivering the mask to the designated location, a tunnel will open, allowing you to continue transporting the mask into the depths.

This will trigger a cutscene, after which we will arrive in the underground world.

Prioritize lighting up the nearby Demon Root, then continue transporting the masks. Place the masks into the stone statue ahead to trigger a cutscene. Next, you need to visit four workshops to create the possessed body.

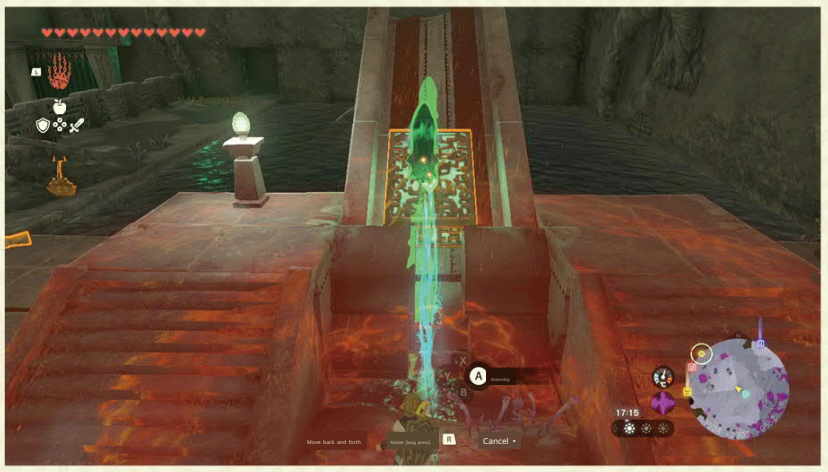
The so-called workshops are four nearby caves emitting green light, and their specific locations are shown in the image below.

Golem Manufacturing Room

The puzzle here requires finding parts in four workshops and figuring out how to transport the parts out to the golem to install them.

Go to the green marker (left leg workshop), obtain the left leg part and place it on the nearby rocket elevator to launch the part upstairs.

Adjust the angle of the second-floor track and launch it using a rocket attached to the parts. Leave the workshop and install all the parts you brought out onto the golem.



Arrive at the yellow marker (left arm workshop), obtain the left arm part, then hit the nearby tire to open the door. You need to transport the part across the lava; you can remove the tire from the door.

Attach it to the part. Later, you will encounter another door; attach the tire to the door to open it, allowing you to take the part out and attach it to the golem.

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Arrive at the red marker point (Right Arm Workshop), obtain the right arm part, and place it on the nearby conveyor belt to send it to the second floor.

There is an electrified path ahead. If you have insulated clothing, you can stand on it directly to transport parts. If not, you can attach wheels.

Send the parts over. After that, you can deliver the parts to the golem.

The workshop at the last blue marker (right foot workshop) is located at a higher elevation, so it is recommended to fly over from nearby

the Broken Demon Root. After obtaining the right foot parts, first use the nearby fan elevator to reach the upper level.

Then assemble the fan, part, and slide rail together, transport them outside, and be careful not to block the opening of the slide rail.

A fan elevator will appear ahead; use it to send the parts to the upper level, and then use the nearby Zonai.

If the device is made into an airplane, it can transport parts to the golem's side.

After installing all the parts on the golem, a cutscene will play, and then Link will gain the ability of the Minoru Golem, while a new target point will also appear on the map. We need to head there to obtain the Soul Secret Stone. Upon arriving at the marked location, we find that this place

For the Shrine of Souls. The entrance to the shrine is broken, and it is necessary to equip the nearby rockets onto the golem in order for the golem to pass. After entering the Shrine of Souls, a cutscene will trigger, followed by a boss battle with the stolen golem.

BOSS

The stolen golem

During the battle with the BOSS, the ground will be filled with miasma, and we need to drive the golem to fight. Both the BOSS and our own movements are slow; as soon as we see the BOSS raise its hand, we should immediately defend. After blocking the attack, the BOSS will be staggered, providing an opportunity for a counterattack. Although the damage dealt by the player is low, continuous attacks can push the BOSS back. If the BOSS collides with the edge of the scene, it will be...

Deal significant damage to it. Additionally, if you equip a fire dragon head on the golem's hand, as long as it burns the BOSS, the BOSS will experience a large stagger. When the BOSS reaches half health, it will enter the second phase, gaining some aerial attack moves, but the overall strategy remains unchanged; you still want to push it towards the edge of the scene. After repeating this several times, you can easily defeat the BOSS.

After defeating the Gloom Golem, go forward to pick up the Secret Stone, triggering a cutscene. After the animation ends, you will receive the important item 【The Pact with the Sage Minoru】, which allows you to summon Minoru at any time.

The guidance from the ancients ends here, simultaneously unlocking a new main storyline challenge 【The Clue of the Master Sword】.

Find the fifth sage.

After completing the main storyline challenge [Guidance from the Ancients], return to the Watchtower and talk to Purah to simultaneously complete [Finding the Fifth]

The main storyline challenges of 【The Sage】 and 【The Anomaly of Hyrule Castle】

Clues to the Master Sword

First, we need to monitor the Korok Forest to the north of the fortress in search of the Deku Tree. The Korok Forest is shrouded in thick fog, and we can enter from underground. First, find the deep pit shown in the image below and jump in.

Once underground, head northwest to find the Root of the Lazinosa, and then use the Ascend ability nearby to enter the Korok Forest.

After entering the Korok Forest, first interact with the nearby shrine to activate the teleportation here.

Points. There are many Koroks here, but they do not speak. Continue to the tree hole ahead, and

Currently, there is a deep pit (the Deku Tree Elder's pit) from which miasma is continuously emerging. After jumping down, you will find a miasma hand below; it is recommended to use a Bomb Flower to defeat it directly. After defeating the Bomb Flower, the next phase will begin.

The boss battle with Phantom Ganon is basically the same as the one encountered in Hyrule Castle, but he will not summon clones.

After defeating Phantom Ganon, Klog tells us that the Deku Tree Elder is waiting for us. Teleport to the temple we interacted with earlier in the forest, approach the Deku Tree Elder to talk, triggering a cutscene where the Deku Tree Elder will mark the location of the Master Sword on our map.

[Clue to the Master Sword] The main storyline challenge ends here, while unlocking a new main storyline challenge: [The Lost Hero's Sword].

The Lost Hero's Sword

At this moment, we already know that the Master Sword is on the White Dragon. The next step is to find a way to get onto the back of the White Dragon. The White Dragon flies around the Tears of the Dragon on the map.

Once we find the dragon's location and teleport to the appropriate sky island, we can use the glider to fly onto the back of the white dragon.

Unlike drawing the Master Sword in 'Breath of the Wild', in this game, drawing the Master Sword will continuously consume stamina, requiring at least two full circles of stamina.

pull out the Master Sword. After pulling out the sword, a cutscene will play, and the main storyline challenge, 【The Lost Hero's Sword】, will come to an end.

Defeat Ganon

After obtaining the Master Sword, return to the Watchtower and talk to Purah to unlock the final main storyline challenge, [Defeat Ganondorf]. Next, we will head to the underground world to confront the game's final boss. It is strongly recommended to prepare some dishes that resist the miasma near the pot before setting off. Arriving at Hyrule Castle, from Hyrule...

Jumping into the deep pit of the castle leads to the underground world, where you will first encounter several Electric Lizalfos. Descending in the direction of the Electric Lizalfos, you will encounter many small monsters along the way. If you are hit carelessly, your hearts will turn gray. Upon encountering a Lynel, you may notice a spot in the scene where you can use Ascend.

It may seem like there is no path after going up, but as long as you move forward, the floor will fall away, revealing a new path. Use the reverse ability on the falling stones from the sky to reach the upper level.

Ahead, you will encounter several frozen Lynels and bats; be cautious, as being attacked by enemies will turn your hearts gray. Continue down the path, and you will find that the power of the sages can no longer be used; from here on, we can only rely on our own strength.

Advance a little further, and you will discover a miasma hand. Defeating it will also summon a phantom Ganondorf, similar to the one encountered earlier in the depths of the Deku Tree Elder.

After defeating Phantom Ganon, build a landing point on the miasma on the north side of the scene using any method, and then use the Ascend ability while standing on it to reach the upper level.

Continue forward, and we find ourselves in the ruins where we explore with Zelda during the prologue. Upon reaching the deepest part, a cutscene will trigger.

Then, we will begin the boss battle against the forces of the Demon King Ganondorf.

BOSS

The forces of the Demon King Ganondorf

Although it is called a boss battle, in reality, it is a series of encounters. Remember to use elemental weapons, as we first face waves of Bokoblins, followed by groups of Moblins. This battle involves the five sages who will assist in combat. While it is not particularly difficult, you must be cautious as being hit by monsters will cause your health to decrease. The first phase consists of numerous Bokoblins, including a Bokoblin leader, the second phase features groups of Lizalfos, and the third phase involves swarms of enemies. Therefore, it is important to manage your resources carefully, as consuming too much restorative food here will affect the later battle with Ganondorf.

After defeating the forces of the Demon King Ganondorf, a cutscene will play where the bosses encountered in various shrines will reappear. The sages will help us fend them off (if we have not completed the main storyline challenges corresponding to these bosses, we will need to deal with them ourselves here).

Then, we will be given a moment to catch our breath. If we are low on cooked meals, we can take out the portable pot at this time to prepare some dishes. Once we are ready, we can proceed forward, which will trigger the boss battle with the Demon King Ganondorf.

BOSS

Ganon

This boss battle is divided into three phases, with the second and third phases sharing a health bar. It is important to note that if you attack the boss while it is in a free state (i.e., not in the middle of an attack animation), there is a chance the boss will trigger Link's time, taking the opportunity to distance itself from Link and execute a charge attack with either a horizontal swing or a vertical slash.

The first stage boss will use a single attack.

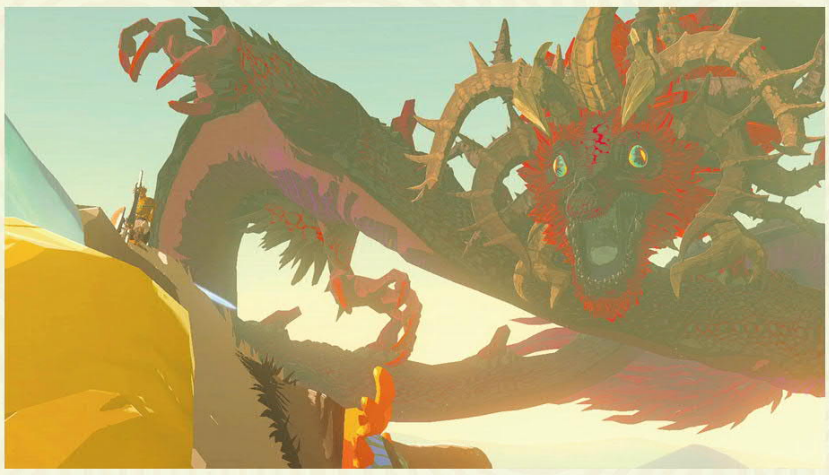
There are four types of weapons: one-handed swords, two-handed swords, spears, and bows, each with different attack methods. The one-handed sword is the weapon most commonly used by bosses, with the primary attack method being a horizontal swing. If you press the back jump button at the moment you see the boss swing their weapon, you can trigger Link's time. The boss's horizontal swing may sometimes continue to chase, with a maximum of three consecutive strikes. In the one-handed sword state, the boss will also use a charge attack, rushing towards Link.

Pause briefly, then swing the sword; you need to get familiar with the rhythm. This charge attack has two variations, so pay close attention to the BOSS's right hand position when it charges at Link. If the hand is raised above the head, it will strike vertically; if it extends horizontally, it will strike horizontally (the BOSS's counterattack after triggering Link Time is also this move). In one-handed sword mode, there is also a 360-degree spinning attack. Although it can trigger Link Time if timed correctly, this move will generate miasma on the ground afterward. If you fail to trigger Link Time, it is not recommended to continue the pursuit. In two-handed sword mode, the BOSS has fewer moves, mainly focusing on jumping slashes and horizontal swings. You can dodge the jumping slash with a side jump to trigger Link Time, while the horizontal swing can be countered with a back jump to trigger Link Time. Additionally, in two-handed sword mode, the BOSS will slam the weapon into the ground, generating a large amount of miasma. During this time, an updraft will appear, allowing you to use the glider to leave the ground and land once the miasma dissipates. In spear mode, most of the BOSS's actions require side jumps to trigger Link Time, and it rarely uses horizontal swing-type moves. Finally, in bow and arrow mode, the BOSS will generally only use it when Link is at a considerable distance. After shooting three arrows, it will quickly switch to another mode.

After a cutscene, the second phase of the battle begins, and the BOSS reveals a new health bar. At the start of the battle, the BOSS will summon four clones, making reckless attacks very dangerous. However, if we wait a moment, Qiuli, Ayuan, Xido, Luzhu, and Minelu will come to our aid; the first four will hold off the four clones while Minelu will attack the main body with us. In this phase, the BOSS's attack patterns are largely the same as in the first phase, and the handling methods are also similar. When the BOSS reaches half health, a cutscene will trigger, and all five champions will lose their combat abilities, leading to the third phase where the BOSS faces Link in a one-on-one duel. In this phase, the BOSS will use new moves, and it is crucial to note that when we trigger Link's time and use a charge attack, the BOSS will also jump back to evade our attack and trigger Link's time, subsequently using a horizontal or vertical charge attack. Additionally, the BOSS has several new moves that summon toxic waves; if touched by these toxic waves, the maximum hearts will be directly reduced (not grayed out, but completely disappear), and cooking cannot restore health. The main output method in this phase is to accurately evade the BOSS's charge attacks after Link's time and follow up with counterattacks; once mastered, the difficulty is not high.

After depleting the BOSS's health bar, enter

After depleting the boss's health bar, a cutscene is triggered where Ganondorf transforms into a black dragon, initiating a new boss battle.



BOSS

Black Dragon

This battle takes place entirely in the sky, with the White Dragon coming to assist us. Both the Black Dragon and the White Dragon circle in the sky; when the player stands on the White Dragon, it will fly above the Black Dragon; when the player stands on the Black Dragon, the White Dragon will fly below it. While standing on the White Dragon, we can look for the right moment to jump onto the Black Dragon. The Black Dragon has several glowing 'eyes' on its body; attacking these eyes will reduce the BOSS's health. Each time we destroy an eye, the Black Dragon will throw us off its back, while the White Dragon will be below the Black Dragon.

The dragon will catch the player and begin to fly upwards, reaching above the black dragon. We just need to find the next eye's position and jump down again. The black dragon's attack method consists only of continuously firing barrage-like toxic projectiles at the player. Its flying speed is very slow, and by slightly adjusting direction while jumping onto the black dragon or using the glider, we can easily dodge. After breaking four eyes, the game screen will darken, and a glowing point will appear above the black dragon's head. Attack the glowing point to defeat the BOSS.

After defeating the Black Dragon, a cutscene will trigger, and there will be a small amount of operations based on the game prompts.

The main storyline challenge ends here. After returning to the main menu and re-entering the game, the game will resume.

Before the 【Defeat Ganondorf】, a star-shaped marker will appear on the save file. After that, we can see the game's completion status in the map menu, where the total and completed numbers for main storyline challenges, plot challenges, shrine challenges, and mini challenges will be displayed.

TIPS

If all main storyline challenges, including the 'Tears of the Dragon,' are completed, there will be an additional animation at the end of the game.

CHAPTER 3

Plot Challenges (To be tested K)

Guide to 60 Plot Challenges Extended

Story challenges are a new element in this game. In terms of triggering and completing them, story challenges are quite similar to mini-challenges, but they often relate to important systems, making their significance much higher than that of mini-challenges. There are a total of 60 story challenges in this game, and after completing the game, there will be a display of the progress made in the story challenges.

Most story challenges are triggered by talking to NPCs, while a small portion is triggered by investigating certain objects.

NPCs that can trigger and advance story challenges will also have an exclamation mark above their heads. There is no limit to the number of story challenges that players can trigger simultaneously, so do not miss them once encountered. Most story challenges must be triggered first before they can be progressed, which is a clear distinction from mini-challenges.

Note: For convenience, this article will refer to story challenges as tasks. The numbering in the following text is added by the author for user convenience and does not exist in the game.

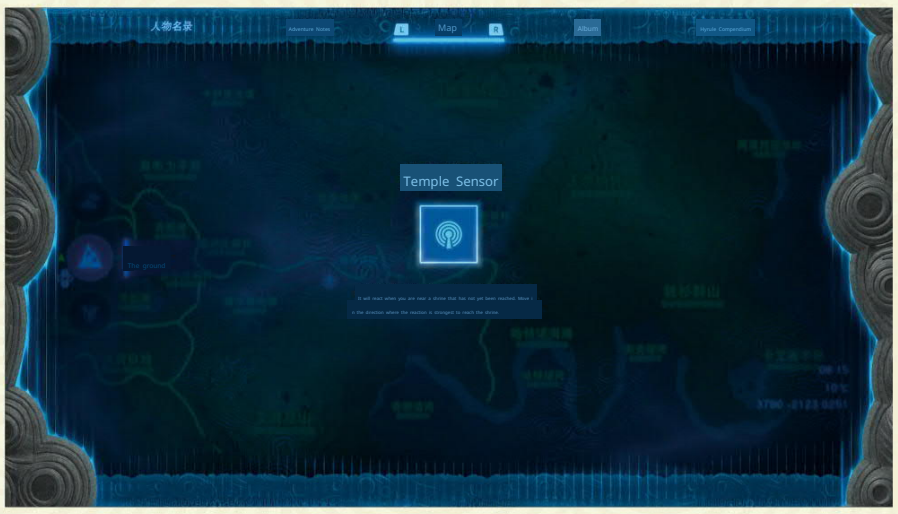
01 Hateno Village Research Institute

Location: Watchtower | Client: Robeli

After completing the main storyline challenge 'The Riddle of the Sleeping Temple', Robeli stated that he would return to the research institute in Hateno Village to develop new features for the Purah Pad.

Following the task instructions, head to the research institute in Hateno Village, where Robeli immediately added a feature for locating shrines to the Purah Pad. This feature can be toggled on and off by pressing the Y key on the map interface.

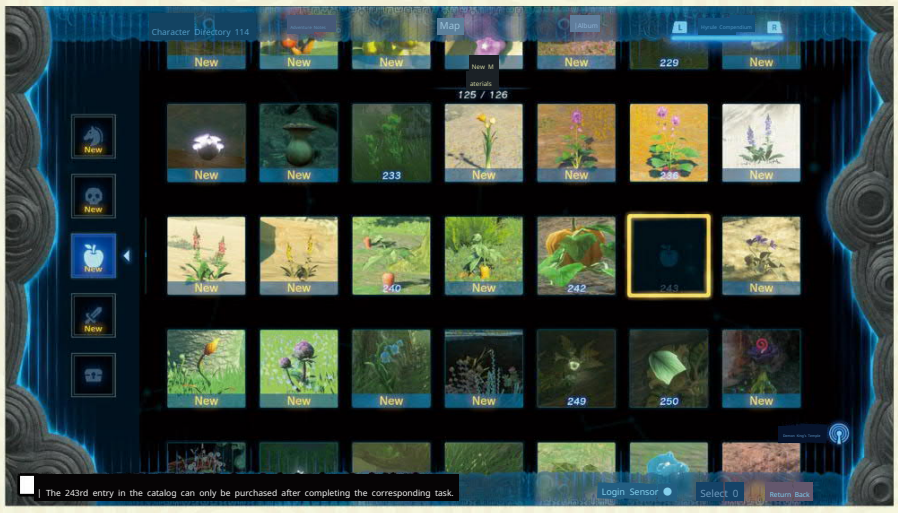
After activation, if there is a temple nearby in Link's direction of movement, the sensor will emit a signal to alert him; the more precise the direction, the stronger the signal. Slowly walk in the direction of the slope, and when the sensor reacts, Robeli will ask Link to find this temple. The temple is located in a cave in the Aichispa Forest below the slope. After finding it, return to report back, and the task will be completed.



02 A personal Hyrule Compendium

Location: Hateno Ancient Research Institute | Client: Robeli

After completing the storyline challenge 'Major Invention! Compendium Sensor!', this storyline challenge will appear. Completing any category of the compendium, S2 will complete the task. The simplest items are of course treasures, but surprisingly, the last item for treasures is actually a well, which is quite hard to think of.



The 243rd entry in the catalog can only be purchased after completing the corresponding task.

03 Major Invention! Teleportation Marker!

Location: Hateno Ancient Research Institute | Client: Robeli

After completing the storyline challenge 'The Research Institute of Hateno Village', talk to Robeli to add new features to the Purah Pad. If you choose the teleport marker, he will send Link to the Akkala Ancient Research Institute in the northeast corner of Hyrule to obtain the prototype teleport marker. Before this task is triggered, Link can go to retrieve this device, but the research institute is occupied by the Yiga Clan, and on the way, he will encounter Yiga members disguised as passersby. After investigating the door of the research institute, two Yiga members will chase after him. It is recommended to use Ascend to reach the top of the research institute to confront them, as this will only result in one enemy chasing after him. After defeating him, Link can enter the door. Talking to the NPC inside will grant him the Yiga Clan outfit, which has a defense of only 1 point but provides the additional effect of stealth.

The prototype teleport marker can be obtained from a chest on the first floor.

After returning to report, Robeli will activate the teleport marker function. The method of use is to enter the backpack interface, select the teleport marker from the important items section, and Link will set a teleport point on the spot. After that, he can teleport back at any time like other teleport points. By clicking on this teleport point on the map, players can choose to retrieve it. When Link unlocks the map data for 10 locations, he can also unlock the second teleport marker; when he unlocks the map data for 15 locations, he can unlock the third teleport marker. The 15 locations actually cover the entire map (excluding underground), and after obtaining the third teleport marker, the task is complete.

After wearing the full Yiga Clan outfit, you can avoid combat and directly enter the research facility.

04 Major Invention! Footprint Mode!

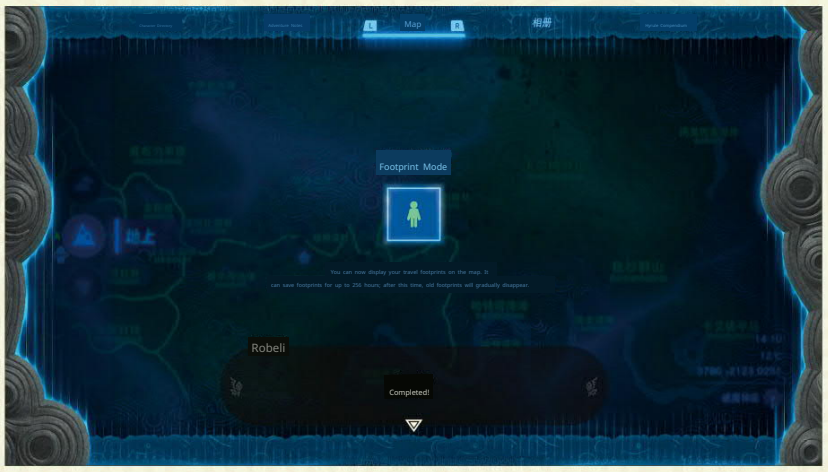
Location: Hateno Ancient Research Institute

Client: Robeli

After completing the storyline challenge 'The Research Institute of Hateno Village', you can talk to Robeli to add new features to the Purah Pad. The Footprint Mode requires data from 15 shrines to unlock. Footprint Mode is a feature added through updates in 'Breath of the Wild', and in this game, it is directly included.

The recording can capture up to 256 hours of data. Through the footprint mode, players can retrace their actions to determine which areas they have not yet visited. This mode is effective in the sky, on the ground, and underground.

This task is completed after activating the Footprint Mode.



05 Major Invention! Compendium Sensor!

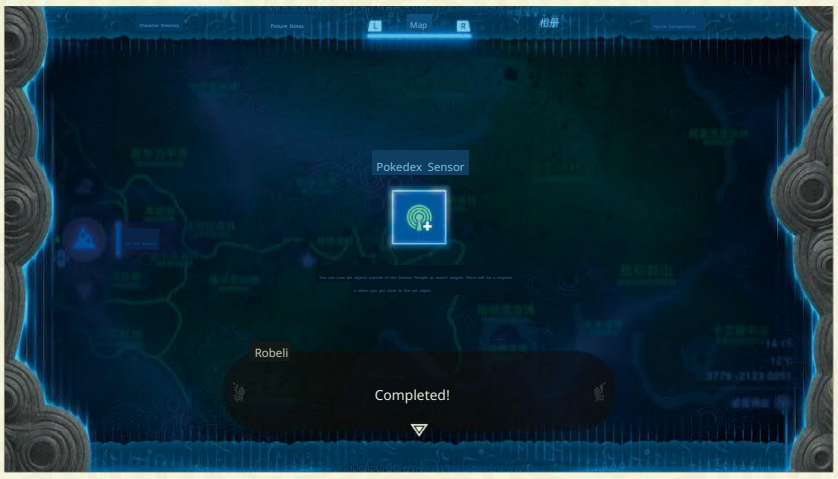
Location: Hateno Ancient Research Institute

Client: Robeli

After completing the storyline challenge 'The Research Institute of Hateno Village', you can talk to Robeli to add new features to the Purah Pad. The Compendium Sensor requires data from 5 monster entries to be activated. The Compendium Sensor can search for anything recorded in the Compendium, including creatures, monsters, materials, weapons, and treasures. Players can specify any item in the Compendium to search for, and the search method is similar to that of the Sensor in the Shrines. However, if the search target is not within the...

If the corresponding entry in the compendium is not unlocked, it cannot be sensed.

After activating the compendium sensor, this task is complete. After that, you can investigate the compendium on the table to purchase the official compendium for 100 rupees each. For friends who struggle with photography, it might be better to save up money directly instead of figuring out how to take good pictures. Some compendium entries can only be purchased after completing the game.



06 Mida's Independence

Location: Lookout Landing

Client: Sonda

Sonda and Pawda from the Sonda Construction Shop are discussing the topic of their child, Mida, leaving home. In contrast to the positive attitude of Pawda, Sonda appears troubled. After talking to Sonda, he expresses that he is too busy with work to play with his child. Going to the second floor of Sonda's house, you find Mida in his room. After a conversation, he will run to the square to find Granny Monali to test his knowledge of Gerudo language. After Link helps Mida remember that the Gerudo-speaking granny is named Baba, Mida wants to take the rail car, but he has no money and hopes Link can help him avoid the administrator's gaze.

There are multiple solutions here, the simplest being to use smoke mushrooms on the administrator. Alternatively, you can take out the Zonau device you have and assemble a screen, in short, just make sure the administrator cannot see. If the temple crystal is still available at this time, you can also use the crystal. The normal flow is for Link to try to move the nearby Sonda sign, only to be told that he needs to open the warehouse door first. Walking down from the high platform behind the warehouse (southwest of the starting village), you will find a cave in the mountainside. After entering, you will discover a horizontal cave in the starting village. After reaching the end, use the Ascend ability to get into the warehouse. After moving the sign, open the door to go out, solving the problem of the door being stuck. After that, you can freely use the Sonda signs to surround the administrator.

The normal flow is for Link to try to move the nearby Sonda sign, only to be told that he needs to open the warehouse door first. Walking down from the high platform behind the warehouse (southwest of the starting village), you will find a cave in the mountainside. After entering, you will discover a horizontal cave in the starting village. After reaching the end, use the Ascend ability to get into the warehouse. After moving the sign, open the door to go out, solving the problem of the door being stuck. After that, you can freely use the Sonda signs to surround the administrator.

After meeting with Mida, Sonda wants to make a unique balloon for Mida, so he needs 10 Sunshroom. Once you give him the 10 Sunshroom, the task is complete, and everyone can quietly enjoy the sunrise. Additionally, the Sunshroom is not given in vain; the couple will express their gratitude with silver rupees.

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■ This scene is very heartwarming. Later, Link will meet Mida in Gerudo Town, and he can take a photo of him to show to his parents.

07 Important letter from Tokuo

Location: Hateno Ranch	Client: Tocoyo

Tocoyo accidentally dropped a message bottle into the pond, which contained a letter written by her great-grandfather. Find two ordinary trees of similar thickness by the lake, chop them down, and then use the Ultrahand to connect the two logs together, and place it at the end.

Approach the location of the message bottle so that you can drag it out. After bringing the message bottle to Toko, she will immediately return to her nearby home to prepare a dish, and then she will give Link 1 Hateno Cheese as a reward, completing the quest.

. The location of Hateno Ranch.

●Don't underestimate this task; Hateno cheese is a very important ingredient.

08 Revitalize the village with local specialties!

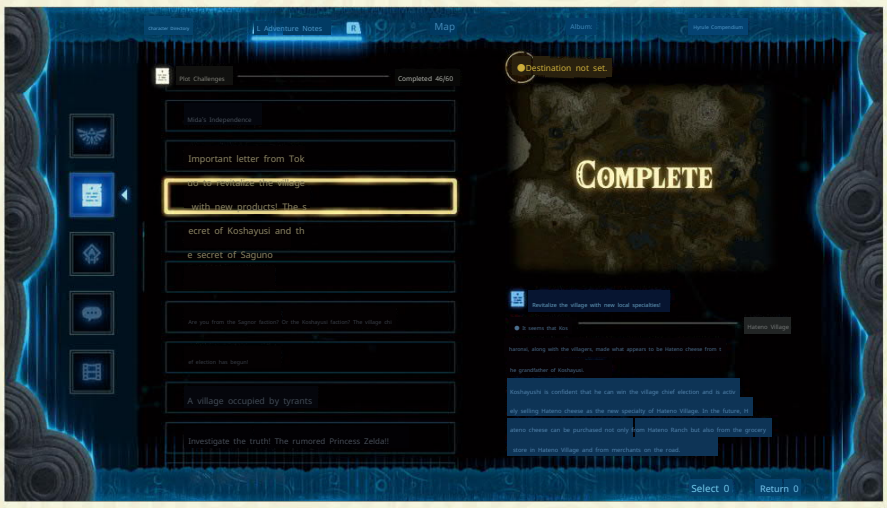
Location: After triggering the plot challenge 'Are you from the Saguno faction or the Koshayusi faction?' at the village chief's house in Hateno Village	Client: Koshayusi

Koshayusi considers promoting the food that his grandfather made together with the villagers as the new specialty of the village, but he cannot remember what the food was.

This task can be set aside for now; let's first complete the other plot challenge 'Toku Yu'.

'Important letter'. After completing the task, Link will receive 1 piece of Hateno cheese. Returning to report to the village chief while holding this item will complete the task. The chief generously rewards Link with 100 rupees, truly a lavish reward!

■ Location of the village chief's house.



09 The Secret of Koshayusi

Location: After triggering the storyline challenge 'Are you from the Saguno faction? Or the Koshayusi faction?' near the village chief's house in Hateno Village, speak with the chief's wife to learn that the chief spends every night in his storeroom. She asks Link to check the storeroom during the day. The storeroom is the locked small building next to the chief's house, and it is impossible to enter directly.	Client: Kalevia

We need to jump down the well, walk to the area below the cabin, and then activate the Ascend ability. Note that it cannot be nighttime. Upon entering the cabin, we find only a diary, revealing that the village chief is researching a new type of pumpkin seed. After returning to inform the chief's wife of the results, we will receive 10 Hyrule tomatoes.

The building within the circle is the target house.

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10 The Secret of Sagnor

Location: In front of the armor shop in Hateno Village | Client: Sofra

After triggering the plot challenge 'Are you with the Sagnor faction or the Koshayusi faction?', Sofra reveals that Sagnor sneaks out of her house every night to do something at a certain location. Sofra commissions Link to follow Sagnor and investigate her whereabouts.

Sagon usually leaves after 10 PM, and she is very cautious on her way, but the destination is very close, just across the silo. Once inside, she will lock the door, and at this point, we need to Go to a wooden platform high up in the silo, crouch through the window to trigger the scene, and you'll see the great designer actually gnawing on vegetables. Entering from underground is also an option, but it takes more time, and you can't go in while Sagon is there; you have to enter early and then wait on the second floor.

After seeing Sagon's secret, report to Sofra to receive 10 Armor Mushrooms as a reward.

Location of the granary.

You can secretly infiltrate the silo from this entrance.

1 Are you with the Sagnor faction or the Koshayusi faction?

Location: Armor Shop in Hateno Village | Client: SAGANO

SAGANO wants to turn Hateno Village into a fashion capital, but the village chief, Koshayushi, prefers a pastoral lifestyle. Therefore, SAGANO asks Link to feed mushrooms to the old-fashioned Koshayushi faction to awaken them. The Koshayushi faction is characterized by not wearing SAGANO-style clothing, and consists of 8 people who are not travelers, temporary residents of the village from the Sheikah tribe, or family members and children of the village chief candidate. These 8 people are:

- The male innkeeper, Watakengo
- Simetzke, who is working in the tomato field, and Zwabuchi, who likes to look at the bulletin board.
- ·Toko from Hateno Village at Hateno Ranch
- Old man Deri wandering around Hateno Ranch at night
- The U in the farmland south of Hateno School Mei
- Tamaina, who is sweeping under the west gate of the village.

After sending everything out, return to Sagnor, and she will reward you with a large life truffle as compensation, which is one of the best ingredients in this game. Thank you, big sister!

The characteristic of SAGONO is that they wear a mushroom-shaped hat on their head.

After talking to the target NPC, you can choose to give them Hyrule mushrooms.

12 The village chief election has begun!

Location: In front of the armor shop in Hateno Village | Client: Sofra

After completing 'Are you with the Sagnor faction or the Koshayusi faction?', 'The Secret of Sagnor', 'Revitalizing the Village with Local Products!', 'The Secret of Koshayusi', and 'An Important Letter from Tokoyu', talking to Sofra will initiate the village chief election. In the end, both sides are pleased with the outcome.

Afterward, when you arrive at the armor shop, Sagnor will keep his promise and give Link the Sagnor Hat. This is the only female clothing armor in this game.

Moreover, the Hylian set and the Soldier's clothes will also be sold here. Players can buy back non-sellable armor they have sold, but the prices are quite outrageous. Additionally, Sagnor can help Link take off or put on the Hylian hood—who would have thought that Link, such a big person, couldn't manage this small task.

13 A village occupied by tyrants

Location: Near Watori Village

Client: Rozel

Near the Shifumimi Shrine in East Harter , you will encounter the village chief of Watori Village and the famous NPC Sakura from 'Breath of the Wild.' After the conversation, you will learn that Watori Village has been occupied by monsters. Upon entering Watori Village, a monster health bar will appear, representing

The total health of all monsters in the village must be depleted to rescue the village and complete the quest. Note that the enemies in this battle are not only numerous but also scattered. The main force of the enemy is located on the largest ship, and there is also one enemy hiding in the well, which is quite sneaky.

14 Reconstruction Plan for Wotori Village

Location: Wotori Village

Client: Sakura

This can only be triggered after completing the storyline challenge 'The Villagers Besieged by Bullies.' Although the village has been saved, the houses have been reduced to ashes and can only be rebuilt. Link first needs to collect 15 logs and 20 Hyrule Rice. Logs can be obtained by chopping down trees, but coconut trees do not yield logs. There are plenty of trees near the temple not far from the village, where you can chop down a bunch and then transport them back. The main ways to obtain Hyrule Rice are as follows: cutting grass around the village has a low probability of yielding it; after unlocking the housing feature in Hateno Village, you can plant it in the fields; or you can purchase it at the grocery store in Hateno Village or from traveling merchants west of Kakariko Village. After delivering all the materials to Sakura, you can begin repairing 5 buildings, and the order of repairs can be determined by the player.

Wood submerged at the bottom of the water can only be grabbed while standing on the water's surface. You can rely on floating boards or actively create ice surfaces to achieve this, but the floating ice blocks must be cleared afterward; otherwise, the task cannot be completed.

Repairing the cooking shop: First, move the box located at the left side of the house. Next, find the straight coconut tree on the left, chop it down, lift the long wood, and pass it through the circular ring on the roof to place it in the center. However, this requires a bit of skill. It is feasible to have the wood pass through from above (requiring a certain height, which can be achieved by using wooden boxes as a step, making subsequent operations easier) or from below. The overall idea is to lift the wood, adjust the distance so that the thinner side (which is easier to pass through) aligns with the ring, and adjust the angle to fit it perfectly into the ring.

Repairing the shop - Inn: Climb to the top of the building and use the Ultrahand to remove all items from the water. Once the area is cleared, a cutscene will trigger to complete the task. However, it is important to note that

Repairing the treasure chest shop: The general operation is similar to that of the cooking shop, but you need to climb onto the roof and pass the wood through the ring into the flower pot.

Repair the village chief's house / Yameisi's house: Similar to the cooking shop, slightly.

15 Investigate the truth! The rumored Princess Zelda!!

Location: The White Quill Newspaper Office east of Lito Village

Client: Sanyue

The White Quill Newspaper Office was originally a post station, but it has now become a newspaper office. After talking to the editor-in-chief, Sanyeye, inside the office, Link learns that the newspaper has received news about Princess Zelda. Sanyeye asks Link to gather information at various post stations and sends Pei En as Link's partner.

From this moment on, Pei En will appear at every stable, and talking to him will trigger a storyline challenge. Each time you complete a related storyline challenge, it counts as collecting one piece of information about Princess Zelda. Accumulating different pieces of information will allow you to receive different rewards, as detailed on the right:

After completing all 12 storyline challenges, Return to the Baiqie News Agency to see Sanyue, and you will receive the Frog Hood. This completes the task, and the Frog Set is fully collected.

Number of Items	Rewards
1	50 Rupees
2	50 Rupees + Fabric from the White Quill Newspaper
3	50 Rupees + 20 Rupees
4	50 Rupees + Frog Hand Armor
5	100 Rupees
6	100 Rupees
7	100 Rupees + 20 Rupees
8	100 Rupees + 20 Rupees
9	100 Rupees + Frog Foot Bag
10	100 Rupees + 50 Rupees
11	100 Rupees + 100 Rupees
12	300 Rupees

16 The woman extending the invitation

Location: The outpost on the outskirts of the plains. This task requires the completion of 'Investigate the Truth! The Rumored Princess Zelda!!'. At the nearby fork in the road, a woman is talking. When Link approaches, he sees that she is named Lorelei.

Client: Pei En

She keeps shouting about wanting to save that adult. She will guide Link to three locations, and in the end, she reveals her true form, which turns out to be the Yiga Clan. After defeating the three members, the task is completed.

17 The Unreached Gourmet

Location: Riverside Station

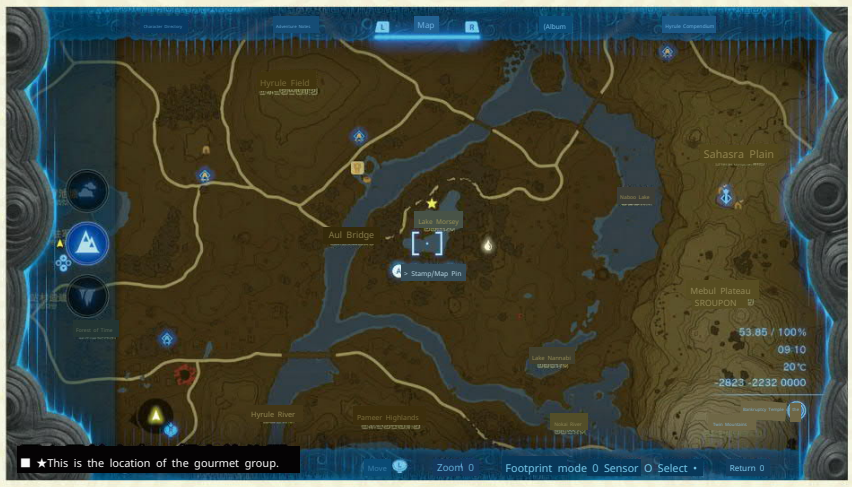
Client: Pei En

This task has triggered 'Investigate the Truth! The Rumored Princess Zelda!!'.

He is standing under a large tree not far from the stable, having heard that the chef Geitafer is waiting for a regular customer.

After talking to Geitafer, follow his instructions to cross the bridge, then proceed along the road, and soon you will see a large camp where the gourmet group is already feeling weak from hunger. According to the instructions by the pot, use meat + Hyrule herb.

By making Beast Meat Rice Bowl with Hyrule Rice and Rock Salt, and then feeding it to one of them, everyone will recover health. As a token of gratitude, Link received 1 Hyrule Rice, 1 Rock Salt, and 1 Premium Beast Meat, and the quest was completed.



18 The princess riding on the beast

Location: New Marita Station | Client: Pei En

This task has triggered 'Investigate the Truth! The Rumored Princess Zelda!!'. Pei En received information from a witness stating that Princess Zelda is riding on the back of a monster. Arriving at the Lakeside Stable, speak with Sohai, who is by the campfire outside the stable.

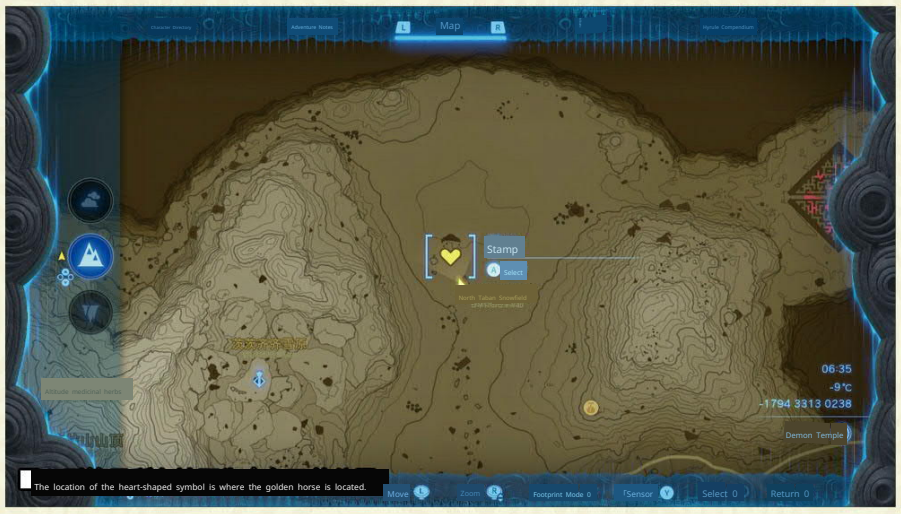
After talking to the old man, I learned that the beast I was looking for is right across. After jumping over, I spoke with Ximina and found out that this creature is called Donggou, and it is very gentle. The task was completed so easily.

19 The golden horse loved by Zelda

Location: Snowfield Stable | Client: Pei En

This quest is triggered after 'Investigate the Truth! The Rumored Princess Zelda!!' has been activated. Pei'en has learned that the golden horse, which Princess Zelda protected and raised, has fled north. The horse is located north of the stable, requiring quite a distance to travel, and you will encounter a three-headed dragon along the way.

When you arrive at the location shown in the image, you will see the golden horse. It is recommended to approach it from the air from behind, while preparing about 14 and a half stamina potions, which should be sufficient. After successfully taming it, ride back to the stable, show it to Horo, and you will receive the Royal Bridle and Royal Saddle.



20 The Suffering Lost White Goat

Location: Tabanta Bridge Stable | Client: Pei En

This task has triggered 'Investigate the Truth! The Rumored Princess Zelda!!'. Pei En indicates that the fleeing white goat is related to Princess Zelda. After talking to Chuck nearby, it is discovered that the issue stems from a recipe. Follow the trail on the ground.

As you progress through Hyrule, picking up Hyrule Herb along the way, you will soon find the missing white goats, and the recipe is here as well. After reading the recipe, Chuck discovered the problem, and the task was completed.

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21 My dear princess

Location: Foothill Stable | Client: Pei En

This task has triggered 'Investigate the Truth! The Rumored Princess Zelda!!'. Some members of the investigation team went to a nearby monster den and have not returned. Upon arriving at the indicated location, Link finds two team members at the entrance, who request that he enter the cave unarmed to take on the challenge. This battle features four enemies, and one trick is to...

After the Moblin creates distance, it will only throw stones. At this point, simply use the Reverse Time ability to make it hit its own head, repeating this several times will allow you to defeat it without taking damage. After winning, talk to the character outside the cave, return to the stable, and everyone will have solved the mystery of the half-length pants, completing the quest.

22 Follow the instructions of the Great Cuckoo

Location: South Akkala Stable | Client: Pei En

This quest is triggered by 'Investigate the Truth! The Rumored Princess Zelda!!'. It is said that there is a large tree on the hillside not far from the stable, and under the tree, there is a cuckoo that can provide divine revelations. Link goes to inquire, and indeed, this chicken has some skills, but it requires Link to complete two trials before answering questions.

Answer questions.'

The first trial is to reach the top of the station within a time limit, and the method is not restricted. The simplest approach is to use a rocket shield.

The second trial is to transport three logs to meet the Gugu Chicken Lord within a time limit, and the method is not restricted. Link has one and a half minutes, which is enough to chop down three trees and then piece together the logs to bring them up.

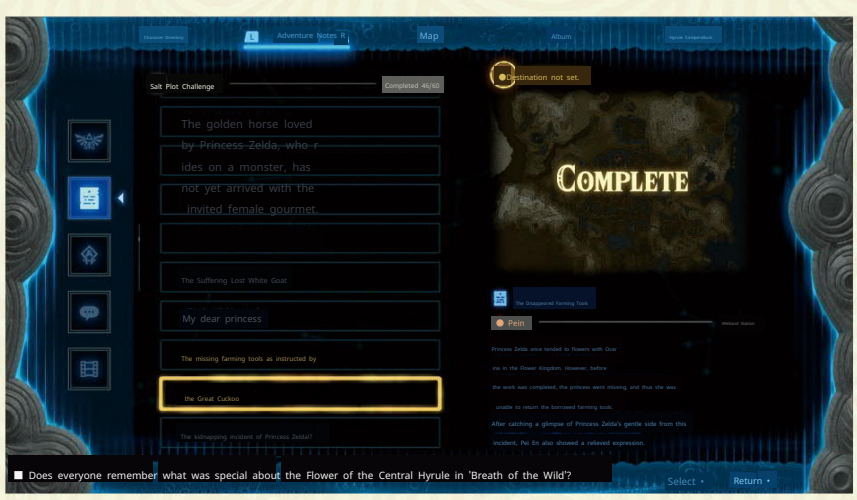
After completing the trial, Lord Gugu Chicken It turns out that the ones behind this are the Yiga Clan. After defeating three members, the enemy fled in disarray, and the mission was completed.

23 The Disappeared Farming Tools

Location: Wetland Station | Client: Pei En

This task is triggered by 'Investigate the Truth! The Rumored Princess Zelda!!'. It is said that Princess Zelda borrowed farming tools but did not return them. Go to the riverbank and talk to Izo, who reveals that Princess Zelda borrowed the tools to go to the Flower Kingdom, but his raft is broken.

Use the device nearby to attach 1 steering stick and 1 fan to the raft, then ask Izo to get on the raft and head towards the Flower Kingdom. Once you arrive, the truth will be revealed, and the task will be completed.



24 The kidnapping incident of Princess Zelda!?

Location: Twin Peaks Stable | Client: Pei En

This quest is triggered by 'Investigate the Truth! The Rumored Princess Zelda!!'. The somewhat eerie part of this quest is the location of Pein—he stands at the highest point of the stable. It is said that the Yiga Clan has kidnapped Princess Zelda; although it is known to be false, it is still worth checking out.

Upon reaching the summit of South Twin Peaks, there is a depression with a huge cage in the center. Upon closer inspection, this fake princess looks remarkably lifelike. Use the Ultrahand to remove the cage, and the Yiga Clan members will appear. After defeating three enemies, the quest is complete.

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25 Mysterious voice

Location: Highland Stable | Client: Pei En

This task has triggered 'Investigate th e Truth! The Rumored Princess Zelda!!'. At night, strange sounds can be heard in the Alafra Plain, northwest of the Highland Sta ble. After nightfall, Link comes to team up with Paya. As they walk, the two indeed h ear singing. Upon closer inspection...

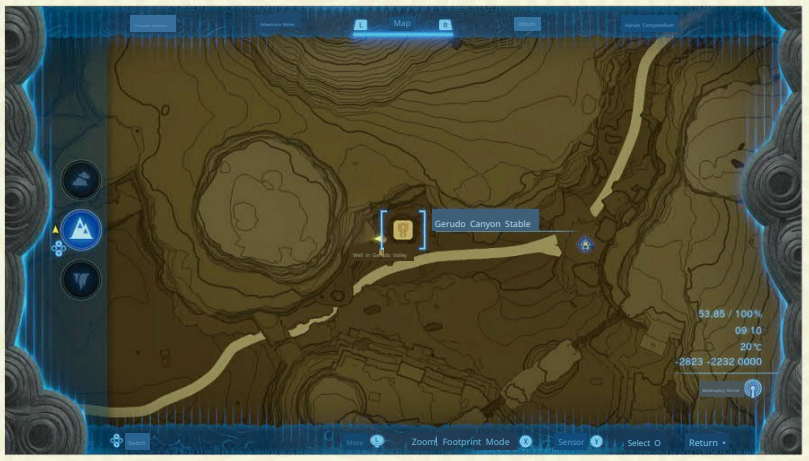
After investigating, I found a well between two trees, where Sagesha was singing. The song r eached the outside and turned into 'Put down your weapons,' prompting many people to thro w their weapons into the well. The task was c ompleted smoothly, and afterwards, the weapo ns in the well could be freely taken.

26 Sealed well

Location: Gerudo Canyon Waystation. | Client: Pei En

This t ask is triggered after the quest 'Investigate the Truth! The Rumored Princess Zelda!!' has been activa ted. Princess Zelda has ordered the well next to the waystation to be sealed off. After Link descends, he b lasts through the obstructing stone.

Stack, and discover a group of enemies inside. After defeating all the enemies, return to report to Pei En, and the mission will be completed.



27 A Serenade for the Great Fairy

Location: Forest Rest Station | Client: Pei En

This quest is triggered after 'Investigate the Truth! The Rumored Princess Zelda!!' is activated. Pe i En asks the two musicians about the circumstance s surrounding Princess Zelda's disappearance. First, r epair the nearby four-wheeled cart, then invite the t wo musicians to get on. Link brings out his horse, attaches the harness to the cart, and heads toward s the nearby Great Fairy Fountain.

After arriving at the Great Fairy Fountain, the two begin to play. The beautiful music attracts the Great Fair y Tira, who will then be able to assist in enhancements.

After completing the task, Tira will reveal the locations of the other three Great Fairies, a nd Link will receive a reward of 50 rupees. T he storyline challenges for the next three Gr eat Fairies can be completed in any order, a nd each completed challenge will increase th e enhancement abilities of all Great Fairies b y one level. Once all four Great Fairy storylin e challenges are completed, all Great Fairies can enhance armor to the highest level of 4.

28 A Serenade for Sisa

Location: The Outskirts of the Plains at the Waystation

Client: Milo Yang

This task requires the completion of 'A Lullaby for the Great Fairy.' The Great Fairy here enjoys the sound of the flute, but the flutist has left the band. Upon arriving at the location indicated by the task prompt—the Highland Stable—it is learned that people here have heard the sound of a flute. Following the sound, it is discovered that the flutist, Faye, is in a large tree next to the stable. After a conversation, the event challenge 'The Flutist's Search' is triggered.

After completing 'The Flutist's Search,' Faye will rejoin the band. Next, we need to help the band reach the Great Fairy on the mountain. There are parts for a large cart near the band, but it is missing a large wheel and a control lever. Once assembled, attach the cart, and the band can be called to board. Drive all the way to the Great Fairy's spring on the mountain to complete the task, and Link will receive 100 rupees as a reward.

29 The Flute Boy's Quest

Location: Highland Stable

Client: Faye

Faye wants 10 Silent Fireflies to create a glowing tree. If Link doesn't have that many, he needs to search for them in the northern Sigrant Tree Sea at night. The key to catching fireflies is to make as little noise as possible. After handing over 10 Silent Fireflies to Faye,

He asked Link to bring his beloved Hyrule at night. I must say, this kid has a way with the ladies. Fulfilling his wish, Fi will give Link a large life truffle, and then he will set off to find the band.

30 A serenade for Kottula

Location: Twin Peaks Stable

Client: Milo Yang

This task requires the completion of 'A Serenade for the Great Fairy.' The Great Fairy here wants to hear a drum, but the drummer is not in the band. Following the hint, go to Kakariko Village, head east along the road out of the village, and you will hear the drumming. The drummer, Bizz, can be found at the location shown in the image below, triggering the event challenge 'Pass It On! Sweet Rhythm!!'

After completing 'Pass It On! Sweet Rhythm!!', Bizz will rejoin the band. After the dialogue, the band members will come to the shore, but they cannot cross because the bridge is broken. Pass. At this point, you need to talk to the leader again; otherwise, the others won't let Link move their cart. There are enough devices by the shore, and a relatively simple approach is to use two wooden planks, one control stick, and two fans to assemble a motorized raft. However, remember to attach the cart to the raft. Once prepared, talk to the leader to have everyone board the cart, and then drive to the vicinity of the Great Fairy to trigger a cutscene. After completing the task, Link receives 100 rupees.

31 Deliver! Sweet Rhythm!!

Location: West Hyrule

Client: Biz

Biz is trying to attract honey with the sound of drums to make honey pancakes. After delivering 3 servings of Energetic Bee Honey (obtained from the beehives in the trees) to him, he will give Link 100 Rupees. Then report to the band. If there isn't that much honey, please complete the storyline challenge 'The Escape of the Horn Player' first.

32 A Serenade for Your Good Night

Location: Snowfield Stable

Client: Milo Yang

This task requires the completion of 'A Serenade for the Great Fairy.' The Great Fairy here loves the horn, but the horn player has left the band. Go to the location indicated in the task prompt—between Giza Hill and Gihi Hill—and find a large pit on the ground where the horn player, Yufu'er, is located. Talk to him to trigger the event challenge 'The Horn Player's Escape Drama.'

Yufu'er will return to the band. Next, we need to help the band reach the Great Fairy on the mountain. However, the cart has no roof, so we need to use nearby materials to make a roof. Simply attach a square wooden board to the top of the cart, but Link will have to provide the horse himself. Drive along the left mountain path to the Great Fairy's Spring, and the task will be completed, with Link receiving 100 rupees as a reward.

After completing 'The Horn Player's Escape Drama,'

33 The Escape of the Horn Player

Location: Tabant Border, between the Giza Hills and the Gishi Hills. Client: Yufu'er

Yufur and his cart fell into a big pit and couldn't get out. There are many ways to help him out, and since there are hot air balloons and stone slabs nearby, the simplest method is to use two hot air balloons to lift the stone slab and then place the stone slab on top of the cart, allowing Yufur to get up.

After the cart, build a fire on the stone slab to take off. Then Link stands at the edge of the pit and uses the Ultrahand to pull the cart over, solving the problem. Yufuer will reward Link with three stamina honey, and then he will report to the band.

■ Location of Yufor.

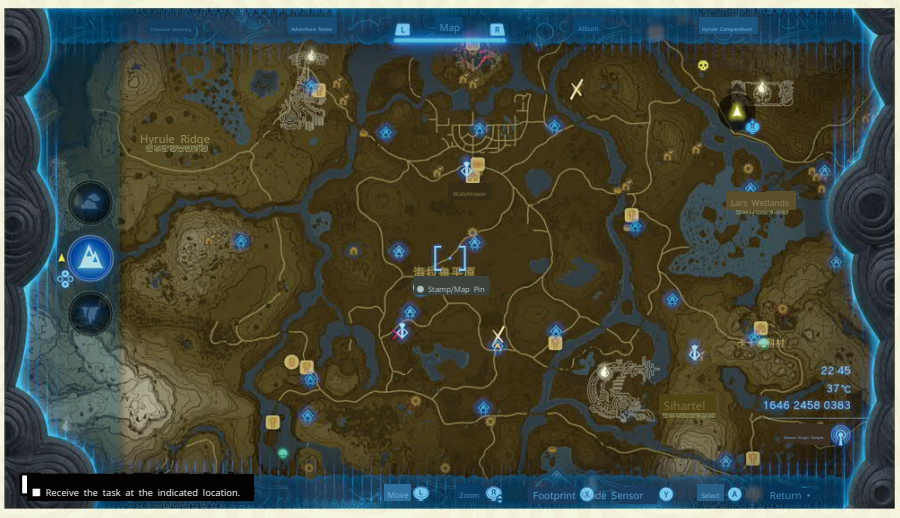
34 Bring peace to the Hyrule Plain!

Location: Central Hyrule

Client: Hosta

Note: 'Bring peace to XX' is a series of quests related to the subjugation team and associated storylines and functions. The first information about the quest can be obtained in the shelter below the watchtower (in front of the tactical table). After completing the related tasks and defeating all bosses of a certain type, you can receive the corresponding medal here.

They are practically useful). The task flow involves finding the advancing expedition team, talking to them, and then heading to the designated area to clear out monster strongholds. The series of tasks must be completed in order, and after finishing the corresponding expedition team's task, they will inform you of the next location to head to (the next task location).



■ Receive the task at the indicated location.

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It is also feasible to defeat the monsters at the quest target location in advance, but the quest must be triggered before the Blood Moon; otherwise, the monsters will respawn, requiring a new challenge.

The quest trigger location is on the road north of the Hyrule Field landmark; find the expedition team. Afterwards, proceed together to the monster stronghold for battle. In these battles, the enemies are mostly Bokoblins and Moblins. It is recommended to take them down one by one to avoid being surrounded by monsters. Additionally, the expedition team will move forward to draw fire, providing some assurance for archery.

35 Bring peace to Hyrule!

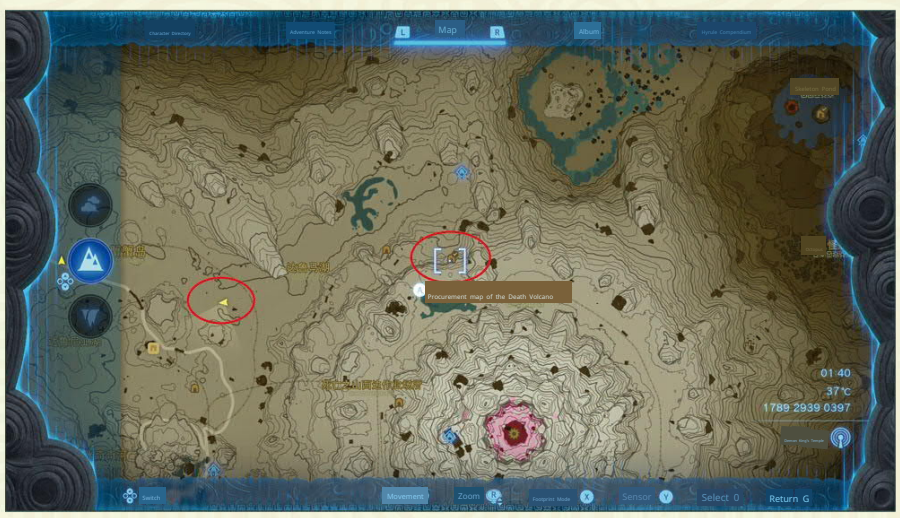
Location: Hyrule Field | Client: Hosta

The task trigger location is in the Hyrule region - the Crocheli Plain west of the Karine Plateau, and the process is the same as other series tasks. The final destination is outside a city wall, where there are many silver enemies, so be extra cautious.

36 Bring peace to Orting!

Location: Orting Canyon | Client: Tolu

In the cave on the northern slope of the crater west of the Death Volcano in the Orting area, there is smoke rising outside the cave. After finding the expedition team, enter the cave and defeat the monster army. On the north side (marked area on the left in the image), you can encounter logistics personnel from the expedition team, who will provide task guidance, with the target location being death.



37 Bring peace to Akkala!

Location: Orting Canyon | Client: Tolu

The task trigger location is south of the Akkala Bridge in the Akkala region (north of the Zora Plateau). If there are no material requirements, you can consider... Consider using two-handed weapons, explosives, or wind to knock them off the bridge.

38 Bring peace to Faron!

Location: Faron Grasslands | Client: Amani

The task trigger location is on the west side of the Faron region, look up along the landmarks of Faron Sea (southeast of Faron Grasslands) to find the expedition team by the road. Use the Ultrahand to assist him. We will repair the wooden bridge to board the pirate ship and then defeat the army of monsters together (you can knock enemies into the water).

39 Bring peace to Hyrule!

Location: Faron Grasslands | Client: Amani

The mission objective is to defeat monsters at the South Tarbong Camp, located in the southern part of the plain. Speak with the expedition team to conclude this series of tasks.

40 Hestu's Troubles

Location: Undefined | Client: Borkulin

In 'Breath of the Wild', the Korok named Hestu, who collects 'Yaha', is still able to collect them this time. Players collect Korok fruits to increase the equipment slot limit. Borkulin's location is variable.

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The earliest place to encounter him is on the slope between the New Marita Stable and the Rabula Mou ntain Birdwatching Platform. Talking to him will trigg er the quest. Simply defeating a few tree monsters i n front of Borkulin will complete the task, after whic h Borkulin will return to his old profession. However , after increasing the number of times, he will leave and inform you of his next appearance.

Location.

After investigating any area's ano malies, Bokuulin will appear in the Wat chtower, so you won't have to search for him all over the world. When the Korok Forest returns to normal, Bokuul in will go back to the Korok Forest.

41 Search! The Lost Items of the Mysterious Yui

Location: Orting Canyon | Client: Keltian

Head to the cave near the Forest Statio n, where you will see a bunch of colorful ball oons from a distance. Those who have played 'Breath of the Wild' should recognize this as the shop of the monster merchant, Gildon. Aft er talking to Gildon, a scene will unfold, and he and his brother Korten will issue a quest. I f Link has at least one lost item from the Mor yu, this task will be completed automatically.

The lost items from the Moryu are a new element in this game. There are ove r a hundred caves in this game, and each cave will definitely have one Moryu. The Moryu looks like a large, glowing white to ad, and it only climbs on cave walls.

After dealing a certain amount of damage to it, it will transform into a Lume and escape, leaving b ehind one lost item from the Moryu.

If players have already obtained the lost item of the Magyui in a certain cave, the name of that cave will be checked on the map. It is important to note that the names of caves are not necessarily all nam ed with 'XX Cave'; there are variations suc h as 'Secret Path', 'Pit', and 'Ruins'. Wheth er a location is considered a cave depends on whether the corresponding icon on th e map is in the shape of a cave.

42 The Fall of Korok

Location: Orting Canyon | Client: Keltian

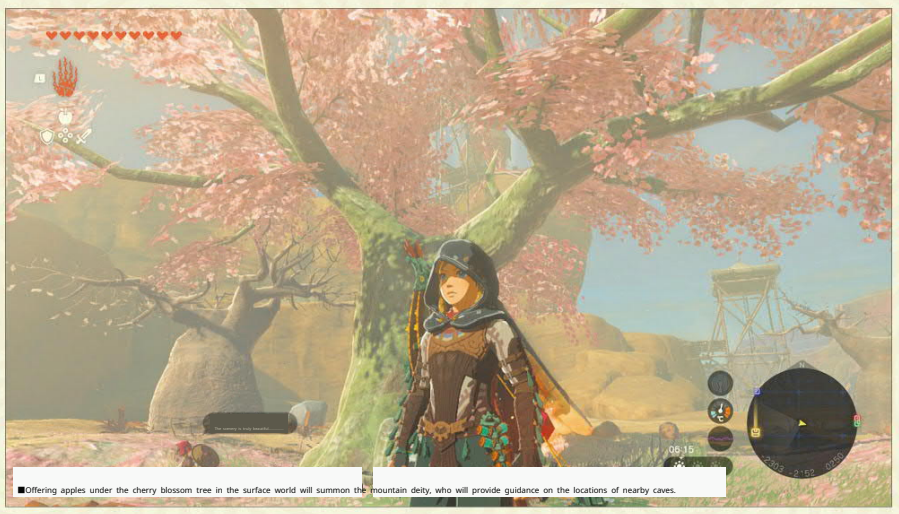
Automatically triggered after completing the storyline challen ge 'Find! The Lost Items of the Mysterious Yu Yi'. In the future, after c ollecting a certain number of the lost items of the Mysterious Yu Yi, you can exchange them with Keltian f or various monster masks and other r are materials.

Required quantity for exchange items	
1	Bokoblin Mask
2	Moblin Mask
2	Lynel's Nail ×3 | Spirit Robe
3	Firebat Eyeball ×8
3	Lizard Warrior Mask
3	Hail Lizard Warrior's Tail ×5

Required quantity for exchange items	
4	Spirit Trousers
4	White-Maned Lynel's Shard
4	Horriblins Mask
4	Ancient Core ×2
4	Lynel Mask
4	Ancient Octorok's Thunder Horn ×3
5	Spirit Headpiece

After exchanging all the items on the a bove list, Korok will no longer provide new it ems. He will hope that players will hand over all the remaining lost items of the Mysteriou s Yui in the caves to him. If players are full

If you fulfill Korten's wish, he will gift you a pi ece of fabric made by him, and he will transfo rm into a Lume.



43 My Own Monster Collection

Location: Lookout Landing | Client: Gildon

You need to complete the storyline challenge 'Mida's Independence' and progress the story to a certain point to trigger this. Gildon hopes that Sonda can help make a Bokoblin doll, and Sonda says he needs a detailed picture of a Bokoblin to do so. In other words, we need to take a photo of a Bokoblin.

Although it is said to be a Bokoblin, any enemy that belongs to the Bokoblin category counts. After taking the photo, return to show it to Sonda, and he will be able to create the Bokoblin doll. Then, use the Ultimate Hand to place the doll on the stage, and Gildon's stage will be opened. As a reward, he will give you a bottle of Monster Essence.

44 My Monster Collection 2

Location: Lookout Landing | Client: Gildon

After completing 'My Own Monster Collection', you can trigger 'My Own Monster Collection 2'. The task requires taking a photo of a Horablins, which are abundant in caves. After showing the photo to the two people, you can receive Stealth Monster Soup and monster essence.

From now on, take photos of any new monsters. Afterwards, they can be shown to both individuals, allowing Sonda to create corresponding monster puppets. Moving the monster puppets onto the stage will complete the task. Additionally, talking to Houghton and selecting 'What kind of monster do you want?' will trigger a series of subsequent tasks.

45 belongs to my monster collection 3.

Location: Lookout Landing | Client: Gildon

After completing 'My Monster Collection 2', talk to Houlton and choose 'Which monster do you want?' to trigger 'My Monster Collection 3'. This time, the target is the Stone Talus, which can be found immediately to the west of the Sahasra Slope Bird's Eye View. After taking the photo, return to report, and the reward is a monster harness and monster essence.

46 My Monster Collection 4

Location: Lookout Landing | Client: Gildon

After completing 'My Own Monster Collection 3', talk to Houghton and choose 'What kind of monster do you want?' to trigger 'My Own Monster Collection 4'. This time, the target is the Giant Boss Gama, which only appears in the underground. Jump into the deep pit of East Akkala Plains, and you will encounter one immediately. After taking the photo, return to report, and the reward is a monster saddle and monster essence.

47 My Exclusive Monster Collection 5

Location: Lookout Landing | Client: Gildon

After completing 'My Monster Collection 4', talk to Houghton and choose 'What kind of monster do you want?' to trigger 'My Monster Collection 5'. This time the goal...

The marked location is the ancient Korok King. It is recommended to go to the underground nest of the ancient Korok (Deibron Ruins Underground). After taking the photo, return to report, and the reward is a diamond and monster essence.

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48 Investigate the Deibran Ruins

Location: Kaznabi | Client: Deibran Ruins

Go to the Deibran Ruins at the northernmost part of the map (near the Birdwatching Tower), talk to Kaznabi, and investigate the displayed stone tablet to trigger this quest. This starts a series of quests. This task requires completing the main storyline challenges in the four major regions before it can be progressed, as there are four stone tablets here that will only appear after unlocking the corresponding sages, which relate to the four storyline challenges.

This is a prerequisite for completing the task.

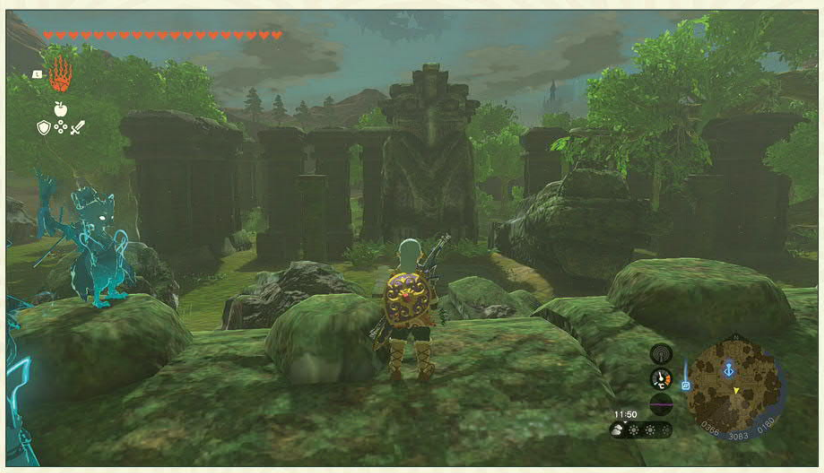
After completing the four tasks 'Watched by the Many Dragons', 'The Gap Between Two Dragons', 'Before the Six Dragons', and 'The Slender Guardian Dragon', an underground ruin will appear near the NPC. Investigate the stone tablet to complete the task. The treasure chest inside the underground ruin contains the 'Great Sword of Dusk', which should not be missed.

49 The owl watched over by the dragons

Location: Kaznabi | Client: Deibran Ruins

To the southeast of the ruins, behind the previously investigated stone tablet, climb up the owl statue and use it.

The ability of the Sage of Wind, complete the task after opening the treasure chest below (3 sapphires).



50 The gap between the two dragons

Location: Kaznabi | Client: Deibran Ruins

Come to the west side of the ruins, where you can find the passage to leave the ruins. Between the two dragons,

Unlock a treasure chest after using the ability of the Sage of Fire, with a reward of 3 rubies.

51 Six Dragons Before the Emperor

Location: Kaznabi | Client: Deibran Ruins

Observing the map, one can find a small 'pond' in the upper left corner of the ruins, which is actually a shallow marshland. Upon arriving here, stand on the six

In the center of the dragon's head, charge and unleash the ability of the Sage of Water (interact with the A button to attach the water shield, then perform a charged attack). The treasure chest reward contains 5 Opal.

52 The slender guardian dragon

Location: Kaznabi | Client: Use the power of the Sage of Thunder at the tail of the Deibron Ruins, and receive 3 amber after completing the task.

This area is located in the easternmost forest region of the ruins. The dragon's body is very long; after finding the dragon's head in the image, walk along its body to reach the dragon's tail.

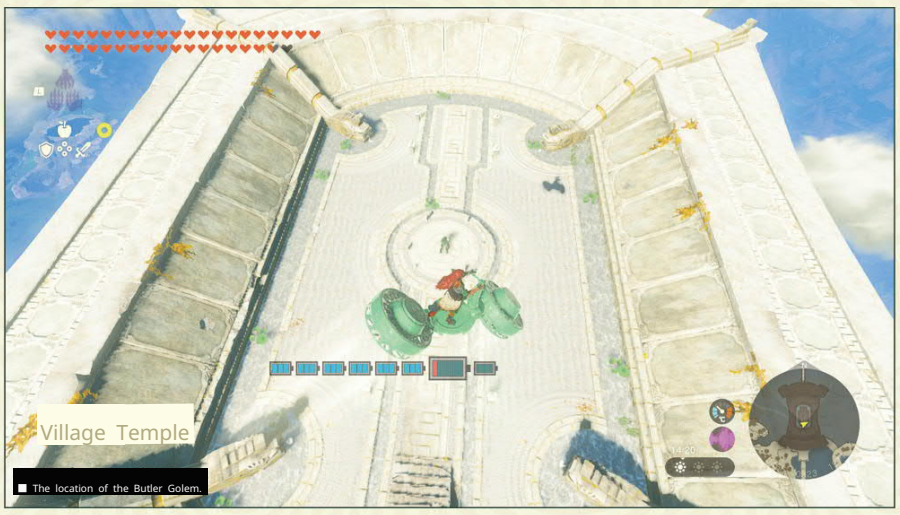
53 Origin of the Initial Sky Island

Location: Top of the Temple of Time on the Initial Sky Island

Client: Butler Golem

After the dialogue, the challenge begins. The task is to ignite three campfires within 12 in-game hours, starting from the Temple of Time, and return without touching the ground during the entire process. The key to success is to have the Zora Armor, as this will help.

Ascending against the waterfall not only ensures height but also restores stamina; ideally, you should have at least one and a half circles of stamina. The locations of the campfires will be marked on the map, so plan your route carefully. Upon success, you can obtain the fabric of Zonai.



■ The location of the Butler Golem.

54 Information from ancient times

Location: Watchtower

Client: A photo of Ridu can be exchanged for 100 rupees. These stone tablets are generally found on star-shaped isolated islands in the sky map. Be careful to photograph not the tablet itself, but the inscriptions on it. When the viewfinder displays the text 'a stone tablet inscribed with ancient Hyrule script,' it indicates that the conditions are met. Some tablets will fall when approached, so if you don't manage to take a photo in time, you need to follow closely; fortunately, the fallen tablet will still show its location on the sky map.

After investigating any area's anomalies, you can find Ridu near the stone tablet. He states that he will compare it with the ancient text materials preserved in the Kakariko Village research institute for interpretation, and then he sets off. Upon arriving at Kakariko Village and finding him, he reveals that there are originally 13 stone tablets in the world, inscribed with content from the mythological era. Next, Link needs to find and photograph the remaining 12 stone tablets and then show the photos to him. For each stone tablet...

Otherwise, it will be troublesome.

For the locations of all 12 stone tablets, please refer to the attached diagram. Submit photos of all the tablets to Li.

After interpreting the Deu, the task will be completed, and Ridu will gift fabric from the Zonau Investigation Team as a thank you.

■You can view the translated inscriptions in Rido's workshop.

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55 Find the owner of the sound

Location: The Refuge Trench of the Watchtower

Client: Jelin

After investigating any area of the anomaly, after a certain amount of time, one wall of the refuge trench will crack. Jelin suspects it is because she awakened the demon and feels deeply guilty. Entering the secret passage, she discovers it is a royal secret path. Breaking the stones and advancing, when reaching the source of the sound, she will see the demon statue from 'Breath of the Wild' where heart containers and stamina vessels can be exchanged.

After talking to the demon statue, the 'Contract with the Demon' will be triggered.

Return to talk to Jelin to complete the task, and she will reward you with 20 rupees. Although it's not much, it's her pocket money for next month—wait, is it actually Lobeli's pocket money?

56 The Pact with the Demon

Location: Watchtower, Royal Secret Passage

Client: Demon Statue

In the storyline, the Demon Statue will take away 1 container and give Link 100 rupees. Spending an additional 120 rupees allows you to retrieve the container, resulting in a loss of 20 rupees, but you can choose to return a heart.

You can choose to exchange hearts or stamina for rupees here in the future. Once you retrieve the container, the quest is complete.

57 Call from the Underground

Location: Temple of Time on the Great Sky Island

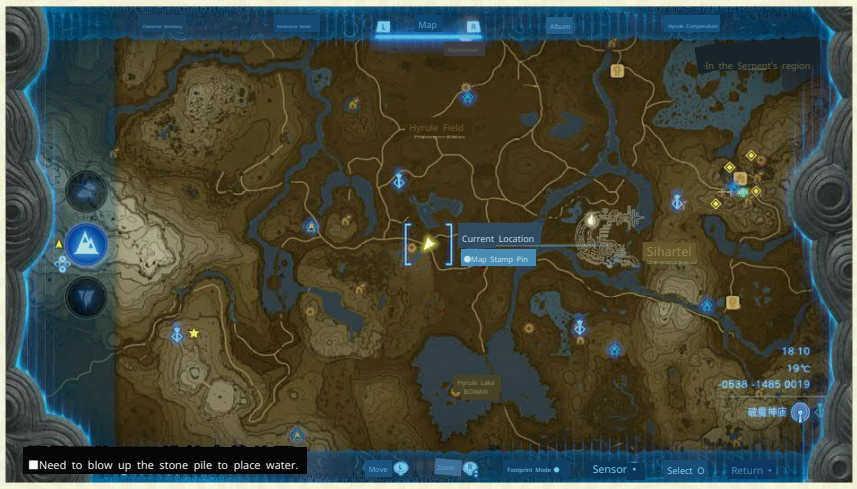
Client: Goddess Statue

This task is lengthy, so be mentally prepared, but the rewards are decent. First, go to the central large abandoned mine in the underground, and jump south from the platform where the teleportation point is located, below the teleportation point.

You will see the Demon Statue. After talking, it will give some vague hints, and we need to complete a series of puzzles to make it communicable.

Next, come to the ruins of the front station west of the Forest of Time, characterized by a fork in the road. Ahead is a magnificent building, with its entrance blocked by a pile of stones, from which water is still gushing. After destroying the stone pile, the water will pour down, and once the water has drained, you can enter. On the slope, you can find a small demon statue, and after talking to it, it will ask Link to go to the Temple of Time, which is the Temple of Time from the initial plateau in 'Breath of the Wild'.

Temple.

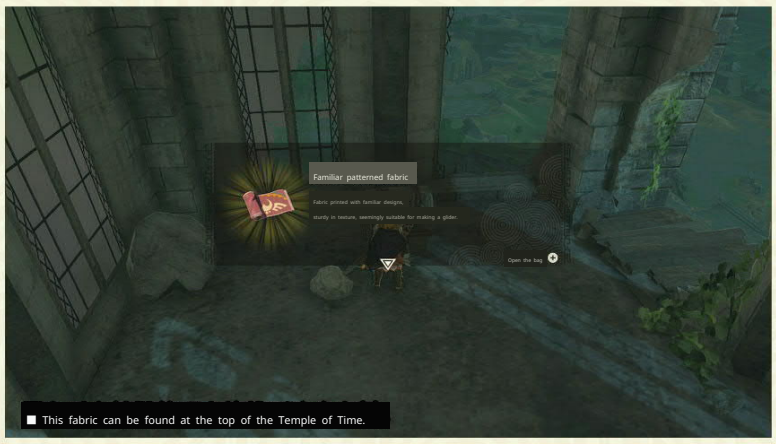


After entering the Temple of Time, talk to the glowing goddess statue. She will first thank Link, then mark four locations on the map, asking Link to throw the eyes around the chasms into them. Note that after throwing each one, you must jump down the chasm and transport the eyes to the central large abandoned mine's demon statue.

Place it and attach the eye. If not completed on the spot, the eye may reset.

After completing the task, Link can choose either a heart container or a stamina vessel, which is quite a good reward. Remember to talk to the Demon statue before leaving to open the shop for the essence.

TIPS The locations of the 4 eyes: ① The deep hole west of the starting plateau: There are several ice blocks near the entrance of the deep hole. One of them will leave an eye after being melted. After reaching the underground, use the lift and mine cart to deliver it. ② The deep hole south of the starting plateau: There is a stone near the entrance of the deep hole; moving it will reveal the eye. After reaching the underground, build an aircraft to deliver it.



This fabric can be found at the top of the Temple of Time.

The locations of the 14 eyes will be displayed on the map.

58 Infiltrate the Yiga Clan.

Location: Yiga Clan Base. The Yiga Clan Base is located east of the Birdwatching Tower in the Gerudo Highlands, which players who have played 'Breath of the Wild' should remember. After talking to the guard, you will learn that the art of digging is taught here, but only Yiga Clan members can enter. Link needs to collect the Yiga Clan outfit first, and then wear the outfit to impersonate a Yiga Clan member to gain entry. Once successfully entered, the task will be completed.

Client: Van Ruta, charging 100 rupees each time thereafter. The training content is to defeat a certain number of Yiga Clan members within 1 minute. Specific rewards are as follows: Defeating 3 members in 1 minute: Yiga Clan Fabric.

Defeating 6 enemies in 1 minute: The Book of Earth Escape can defeat 9 enemies in 1 minute: Thunder Helm. The effect of the Book of Earth Escape is that when Link is unarmed, holding the Y button can initiate an attack. This move can also be used without wearing the Iga team set.

After completing the task, don't rush to leave. Go to the training ground and talk to the instructor on the central platform to undergo combat training. The first time is free.

Location of the Yiga Clan Base.

The earth escape attack is quite cool. The duration of the button press will affect its attack range, but be aware that it consumes stamina.

59 Iga team's officer examination

Location: Iga team officer duty room

Client: Iga team officer

In the Gerudo Canyon, slightly north of the Birdwatching Platform, you can see a suspension bridge. After crossing the bridge and heading west, you will soon see the entrance to a Yiga Clan base. This is the Yiga Clan officer's duty room, and Link must wear the full Yiga Clan outfit to enter.

After entering, talk to the only officer present to trigger this storyline challenge, which involves offering five frog statues designated by him. Offer the Great Sword Banana. Although the locations of the frog statues will be marked on the map, two of them are in caves, making them quite tricky. The term 'offer' means to place the Great Sword Banana in the center of the altar using your hands. After offering all of them, change back into the Yiga Clan outfit, return to talk to the officer to complete the task. Enter through the door behind the officer to open two treasure chests, while ahead is the Sahasra Slope Shrine.

Location of the Iga Team Cadre Duty Room.

60 The Captain of the Yiga Clan - Master Kohga's Conspiracy

Location: Central Abandoned Mine in the Underground World

Client: Kage

① Central Abandoned Mine

After obtaining the blueprint in the Central Abandoned Mine, the two NPCs nearby ask Link to assemble a four-wheeled vehicle. First, assemble the vehicle that is missing only one wheel; simply use the Ultrahand to symmetrically attach the small tire. Then, activate the historical record in the blueprint to assemble the other four-wheeled vehicle next to it. After successfully completing this, the two NPCs will reveal their true forms and summon the comedic boss from 'Breath of the Wild': Master Kohga. This time, Kohga will drive a war chariot into battle, which consists of two phases. The difficulty is not high; as long as you have enough weapons, it won't be a problem. In the first phase, Kohga will drive towards Link to run him over; just shoot him with arrows from the front to knock him down, and then take the opportunity to attack. In the second phase, Kohga's driving skills will improve, and he will pursue Link more aggressively.

Add a windshield. Just create some distance from him, and he will charge at full speed, then crash into an obstacle. At this point, Link can approach him from behind the vehicle and deal damage. If the vehicle is too close to Link, then dodge with all your might. After a while, Kage will automatically create distance, and you can then lure him into a full-speed charge.

After defeating Kage, he mentions that he will head to the abandoned mine in the southwest. Open the treasure chest in the area, which contains a large Zora energy crystal, equivalent to 100 ordinary crystals. Talk to the butler golem nearby to unlock the aircraft design blueprint. The refining golem will also open up; this refining golem can process large crystals, and its output is far superior to that of the initial sky islands, making it very efficient.

TIPS

Location of the four eyes: ③ Deep pit east of the initial plateau: Near the entrance of the deep pit, there is a pile of stones. After breaking them, you will find the eyes. Once underground, use the minecart to reach the location.

North of the initial plateau's deep pit: Near the entrance of the deep pit, there are several small lakes, one of which has an eye at the bottom that can be fished up using the Ultrahand. Once underground, you can build a vehicle to reach your destination.

② Gerudo Mine

The southwest mine mentioned by Kohga is the Gerudo Mine. Enter from the East Gerudo Depths and head west to reach it. Although the journey is long, there are no particularly treacherous terrains along the way. Upon arriving at the hall, you will find Kohga trying to imitate Link to unlock the terminal. After being discovered, a furious Kohga will pilot his aircraft to attack. This battle is even easier than the first one, as you can avoid being attacked by the aircraft by hiding in the hall. Once you use the Ascend ability to reach the top of the hall, you can jump and activate the bow time when the aircraft approaches, easily hitting Kohga, after which you can chase him down and give him a good beating.

When the HP of the cover is less than half, it will enter its second form, adding a cannon and bullet proof glass in front. However, as long as you wait for the aircraft to rotate and jump to attack from behind, you can easily knock the cover down. After repeating this several times, the cover can only retreat in embarrassment, and this time it claims it will go to the abandoned mine in the east.

Open the treasure chest left by the cover, which contains a large crystal of Zonai energy, equivalent to 100 ordinary crystals. Talking to the nearby butler golem unlocks the design for the sand boat, and the refining golem in this area will also open for business.

③ Lanyel Mine

Head to the Zora territory, pass through the large waterfall beneath the Zora Bridge, and you will arrive at the cave underground in the Zora territory. Inside the cave, you can find the deep pit of the Zora territory underground. Jump in, and near the landing area, there is a Demon Root, while other areas are large bodies of water. Use the Ascend ability to reach the top of the Demon Root, then glide to the nearby Laniel Abandoned Mine, where you see the cover trying to activate the terminal with its right hand. Without saying a word, it's time to fight again.

This time, you can drive the warship into battle. This battle is a bit more troublesome than the previous two, as there are two minions under the command of the enemy who can use bows and arrows, and their power is not low. It is recommended to use the small boat that is already by the lake, as it is faster and more agile than the large ship, and you can also equip the small boat with other attack devices. The key point here is to never tail the enemy's warship, as doing so will result in the minions shooting at you.

It's precise. You can flank from the front or the side; once you get close, just jump and shoot with the bow. If you hit, the boat will stop, and then you can board and deal damage. The minions have a certain chance to flee directly; if they don't escape, board the ship quickly, or you'll get hit by several arrows in the water. As with the previous two battles, when the boss's HP is halved, it will activate a shield. However, after a while, it won't be able to resist and will open the shield to throw things at you, so get close, shoot first, and then board the ship. After defeating the boss, it mentions that it will go to the abandoned mine in the northwest.

Open the treasure chest that can be covered, inside is a large crystal of Zonai energy, equivalent to 100 ordinary crystals. Talking to the nearby butler construct will unlock the design for the Thunderhead ship, and the nearby crafting construct will also open for business. There is also a treasure chest that requires swimming to reach, containing 20 ordinary crystals.

④ Hebra Mine

This time, head to Lito Village. To the south of the hill where Lito Village is located, you will see a campfire and a person named Hachino nearby. Just below him, there is a horizontal cave entrance. Entering it will lead you to the deep pit of Lito Village. After jumping down the pit, you will find the Broken Demon Root nearby upon landing.

Arriving at the Hebra Mine ahead, Kage has been waiting for a long time, and this time he will attack using a mech. Once you know the method, this battle is actually the easiest. In the first phase, Kage will only drive the mech to charge at you with punches; just keep moving to easily dodge. Shooting Kage with arrows will allow you to rush in and give him a good beating. In the second phase, in addition to punching, Kage will also create distance to breathe fire or launch spike balls. At this point, Kage will have a protective shield all over his body, making any attack ineffective.

Attacks are ineffective. When using the fire breath attack, standing in the middle is safe. If you place spike balls, you need to use the Reverse Time ability to send them back one by one. If you can summon three spike balls, completely reverse the spike ball above your head in the middle, and you can smash the enemy down, creating a great opportunity to attack. When activating Reverse Time, the game is paused, so you don't have to worry about reaction time.

After defeating the enemy, this task is finally complete. The enemy leaves behind two treasure chests, which contain a large crystal of Zonai energy and a diamond, respectively. The nearby statue of the crafting golem will also open up. By talking to the butler statue next to it, you can unlock the design blueprint for launching footholds. Additionally, if you look up, you will find several floating stones; using them, you can obtain 20 ordinary crystals from the treasure chests.

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Special Collection: Interpretation of the Thirteen Monoliths

Preface

In addition to serving King Roru and Queen Sora, and entrusting my wishes to the distant future of Lady Hiniya, I also serve King Roru's aspirations, inscribing the daily life of the royal family and Princess Zelda on thirteen stone tablets.

.....

A banquet on a certain day.

King Laulu's singing conquered my ears. The king's sister danced, capturing my gaze.

Gaze upon the gentle presence of Lady Sonia,

Her gaze has captured my heart.

Every day as a servant is so busy and fulfilling.

May my beloved royal family endure forever.

The resilient queen and the sincere king,

The Queen of Hyrule, Lady Sonia, is a priestess from the people of the land, the Hylians. Lady Sonia is not afraid when facing the king of the Zonai tribe and repeatedly offers her counsel.

The king sees this as a good opportunity to understand the excellent ideas of the people of the land, so he listens attentively, and this scene brings a smile to one's face.

The harmonious duo

The wise and brave King Roru sometimes abandons his duties to secretly go hunting.

However, the clever Lady Sonia sees everything and always manages to bring the king back.

The queen's ability to see through King Laulu's every action is almost divine, and the king, captured by her,

He appears just like an ordinary mortal.

smiles and admits that he cannot outsmart the queen, while Lady Sonia, also smiling, advises the king. The sight of the two of them brings smiles to those around.

The Journey of Breaking the Demon

On the night of the king's late return...

Lady Sonia informed me about the temples emitting green light scattered across various locations.

Shortly after the founding of the Kingdom of Hyrule, monsters frequently appeared in various places.

The lives of the common people were repeatedly threatened, and the king and queen were deeply worried, personally going to various places to eliminate the threats.

Monsters.

The two of them used the power of light and time to quell the situation, and to prevent the monsters from appearing again, they built a temple to serve as a seal, which is what people refer to as the Demon-Sealing Temple.

This is something that happened when I was young; knowing that our peace today comes from the efforts of the king and queen makes me grateful once again.

Researcher Minelu

Lady Minelu, the sister of King Laoru, is engrossed in research, forgetting to eat and sleep.

I worry for his health, yet I am powerless. The adults say he is creating a special golem to

To provide a place for the souls that have lost their physical bodies.

attach the soul to the golem, allowing it to become a substitute for Lord Minoru. I can hardly believe it.

The Princess from a Foreign Land

On a rare clear morning, a princess, said to be a distant relative of Lady Sonia, came to pay her respects.

She is beautiful, and her name is Zelda.

Due to their sudden visit and their attire being vastly different from ours, it has raised suspicions among the crowd.

However, beneath her beauty lies a dignified demeanor and elegant temperament, and after spending several days together, no one doubts her relationship with Lady Sonia.

As Princess Zelda will be staying in the royal castle for some time, I would like to volunteer to be her attendant.

The Free-Spirited Zelda

Here, Princess Zelda often visits Lady Minoru, the sister of the king.

As a servant of Princess Zelda, I often accompany her.

On that day, Lord Mineru showed Princess Zelda a gigantic golem.

I heard that the golem is designed with a seat for people to ride.

Construct.

When Princess Zelda expressed her desire to ride the golem, I strongly advised against it.

However, the princess turned a deaf ear and climbed onto the golem's head, fortunately managing it with ease. Alas, she is truly an extraordinary person.

Trendy attire.

A mushroom-patterned clothing has become popular on the streets nowadays.

The beginning of the trend was when Princess Zelda commissioned new clothes; when the tailor arrived in the royal city, Princess Zelda spoke of the fashions popular in her homeland, thus sparking the conversation.

It is a type of clothing adorned with mushroom patterns all over, and the colors are bright and eye-catching.

The tailor found it very interesting and began to study the sewing process. After starting to sell, it became very popular among the people. I really want one, and it's truly a pity that my wish has not been fulfilled.

Ancient ghost stories

It is rumored that a strange woman appears in the palace at midnight.

Those who have seen her figure say...

That person looks exactly like Princess Zelda herself, but her pupils are devoid of light, and her gaze resembles that of a deceased person.

When asked about this matter, Princess Zelda claimed to have no recollection.

It is curious whether she is possessed by an evil spirit or is some kind of monster. As a result of my own imagination, I was so frightened at night that I couldn't sleep.

For the hero

Since the founding of the Kingdom of Hyrule, it has overcome numerous crises, but the current peace may soon be fleeting. In the distant future, troubles will once again descend. This is the prophecy of Lady Minoru, the sister of King Rauru.

Moreover, Princess Zelda has prophesied that in the distant future, a hopeful hero will descend from the heavens.

In order to assist the hero, Princess Zelda discussed with Master Minoru the need to elevate the Temple of Time to the sky.

The sky, guarding against the evil hands of foes.

This is the royal decree for the future salvation of the kingdom. I pondered what I could do and requested Master Minoru to create a mechanism to elevate the stone tablet inscribed with my writings into the sky.

I do not know the value of what I have recorded, but I hope to elevate the scenery of the founding royal family into the sky, so that it may be passed down to future generations.

The Day the Land Floated in the Sky

The land floating above the Temple of Time rises to the sky, and I feel fear, but I also appreciate the magnificent scenery.

Princess Zelda prophesied that in the distant future, a hero will come to that land to save the sea.

The hope of the Kingdom of Laru.

I also long to be of assistance to that hero, inscribing a diary on the floating stone tablet granted by Lord Minoru, releasing it to the sky, praying that the tablet can reach the hands of the hero.

The Resolve of Departure

King Roru of Hyrule and his sister Lady Minoru, Queen Sonia, and Princess Zelda...

The people I love dearly are no longer in this world, leaving me alone to carve these words into the stone tablet.

I have recorded the daily life of the royal family on the Stone of Thirteen, to be passed down through the ages; thus, my duties will soon come to an end...

The things left behind by the people I love on this land... whether they are visible or intangible...

Whenever I think of their great achievements, a small light of hope will ignite in my heart.

Though it cannot compare to Princess Zelda's sincere dedication to the kingdom, what can I do for future generations... I am willing to spend the rest of my life searching for this answer.

CHAPTER 4

Mini Challenges

Guide to All 139 Mini Challenges

Mini challenges are elements that existed in 'Breath of the Wild', simply put, they are side quests. The previous game had 76 mini challenges, while this one has significantly increased to 139. Most of these mini challenges related to the towns in the four main regions of the storyline can only occur after completing the corresponding main quests.

Most mini challenges are triggered by talking to NPCs, with a small portion being triggered by investigating certain objects. NPCs that can trigger and advance mini challenges will have an exclamation mark above their heads (note that NPCs related to storyline challenges also have exclamation marks).

Be aware that the locations of some NPCs may change with time and weather.

The objectives of most mini challenges are already present in the game; players can first achieve the 'result' (for example, finding treasure or defeating enemies) and then return to the NPC to trigger the 'cause', which is very friendly. However, there are also a small number of mini challenges that require the 'cause' to be triggered first before proceeding. There is no limit to the number of mini challenges that can be triggered simultaneously, so do not miss them once encountered. After completing the game, there will be a display of the progress of mini challenges completed.

Note: For convenience, this article will refer to mini challenges as tasks. The numbering in the text below has been added by the author for user convenience and does not exist in the game.

01 Unfinished Stable

Location: Watchtower	Client: Once completed,

Talk to Guida next to the stable to learn that the stable cannot be completed because a board cannot be installed. This board is on the ground next to the stable, and you can simply install it using the Ultrahand.

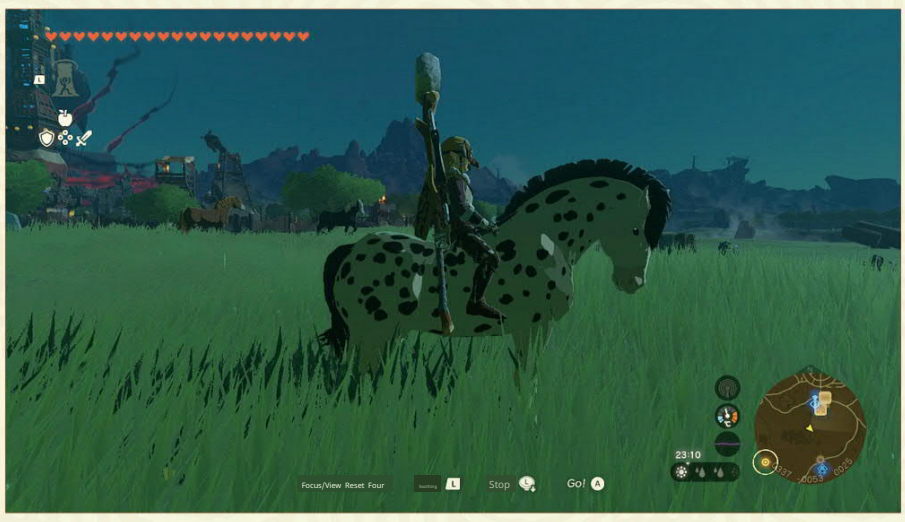
the stable monitoring the fortress will be usable. This stable also counts as a rest stop, allowing you to earn membership points.

Where are the horses going?

Location: Watchtower	Client: Reis

This task requires completing the 'Unfinished Stable' and progressing the storyline to a certain point. Reis, who manages the stable, says that a beige spotted horse named Dot has escaped, but it shouldn't be far. From a high vantage point, you can see a horse like that monitoring south of the fortress. It is recommended to parachute directly onto it from the air and repeatedly press the button.

After taming it with the L button, bring it back to report to the old man. The reward is 50 rupees and a speedy carrot. By talking to the old man again, you can register Dot as your horse. Dot has a sturdiness rating of 4 stars, speed and stamina of 3 stars, pulling power of 2 stars, and a fierce temperament. As a free horse, it's a good deal to take it without charge.



03 A Village Attacked by Pirates

Location: Watchtower	Client: Ligan

Ligan wants to know if the villagers of Wotori Village are safe after being attacked by pirates. This task does not require Link to defeat the pirates; it only needs to be completed near the Shifumimi Shrine in East Harter.

You will meet the village chief of Wotori Village and Sakura. From them, you will learn that the villagers have nothing to do, and returning to Ligani can earn you a Power Rock Salt Grilled Crab as a reward.

Today's menu

Location: Watchtower	Client: Bonon

In the storyline, after first arriving at the shelter trench beneath the Watchtower, talking to Bonon in the kitchen area will trigger the event. Simply handing an apple to Boi will complete the task, after which Link learns a recipe.

Cooking: Fruit and Mushroom Salad, made with apple + mushroom. Of course, even without completing this task, we can still prepare this dish based on the recipe.

05 Rock Giant WANTED

06 Moldragick WANTED

07 Sinokas WANTED

Location: Watchtower	Requester: Gularians

This task requires you to speak with the requester located to the right of the goddess statue in the watchtower's refuge after completing any of the 'Bring Peace to ×××!' storyline challenges. Players can choose 'Information on Large Monsters' when talking to Gularians to learn the locations of three large monsters: the Rock Giant (North Akkala Highlands), Sinokas (Bela Plains), and Moldragik (East Gerudo). After defeating them, you will...

You can return to talk to the client and select 'Report on the defeat results' to receive a reward. You will earn 100 rupees for each large monster defeated, and an additional reward of 300 rupees will be given after defeating all of them. If you have previously defeated the monsters involved in the challenge, the task will be completed directly after receiving the information. After completing the challenge, you can find out the number of remaining monsters to be defeated through 'Information on Large Monsters.'

▲ The location of the Rock Giant, which is hidden in the pool. From behind, be sure to prepare countermeasures and weapons in advance. You need to get close to awaken it. Its weak point is located in the ore

▲ Location of Sinox.

▲ Location of Molduga.

08 Unknown Sky Giant 09 U

nknown Three-headed Monster

10 Unknown Giant Shadow

Location: Watchtower	Requester: Gularians

After completing all the 'WANTED' mini-challenges, talk to the requester located to the right of the Goddess statue underground in the Watchtower to accept this series of tasks. Players can choose 'Information on Unknown Monsters' when speaking with Galarian to learn the locations of three monsters: the Block Golem (Sky Islands of the West Sea), the Flame Ancient Octorok (Hylia Bridge), and the Giant Boss Gama (Underground). After defeating them, you can return to talk to the requester.

Choose 'Report on Defeated Monsters' to receive rewards. You will earn 100 rupees for each large monster defeated, and an additional 'Diamond' as a reward after defeating all of them. If you have previously defeated any of the monsters involved in the challenge, the task will be completed immediately after receiving the information. After completing the challenge, you can find out the number of remaining monsters yet to be defeated through 'Information on Unknown Monsters.'

▲Location of the Block Magic Doll.

▲ The location of the giant Gamma.

▲ Location of the Flame Ancient Octorok.

11 The Wish of the Horseman

Location: The Outskirts of the Plains at the Waystation	Client: Tottetsu

The quest client can be found next to the stable at the outskirts of the plains. After accepting the quest, head northwest from the stable to the Sarufa Hills at night.

In the northeastern part of the Sardin Park ruins, on the grass outside the park's fountain, you can see the skeletal horse that the client wants to meet. According to a normal horse, the method to tame it is to ride it to the client, which will reward you with 50 rupees and 1 point of stable points.

At this point, the task enters its second phase, where we need to tame creatures other than horses. Animals such as bears and deer are acceptable; to complete the task nearby, you can choose to go slightly east of the stable.

There are deer in the woods on the hillside not far away. If you have enough stamina, you can take off from the Hyrule Field Bird's Eye View and glide over, as descending from above increases the success rate of taming. After taming, riding to the client will reward you with 100 rupees and 1 stable point.

▲The client is right next to the stable at the outpost.

▲ The Bone Horse is here.

▲You can see the skeletal horse by this fountain.

There are deer that can be tamed in this small grove not far from the stable.

12 paintings to decorate the stable on the outskirts of the plains.

Location: The Outskirts of the Plains at the Waystation	Client: Inburi

This task requires investigating the empty picture frame with a horse head image inside the stable after resolving at least one area's anomaly in the main storyline challenge. There are a total of 14 decorative painting challenges in Hyrule, and upon completing all of them, players will receive additional diamonds and energy.

Carrot Cake ×5 as a reward.

Players need to take a photo of a cherry blossom tree and submit it to the client. Taking photos of cherry blossom trees from various locations will satisfy the requirement, so the easiest method is to teleport to the Euramiou Shrine located east of the Watchtower and photograph the cherry blossom trees nearby. Return.

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Investigate the frame at the station again or talk to the client; displaying the photo will complete the challenge, earning 1 station point and a tart. After the challenge ends, the player's photo will be displayed in the frame, and can be replaced with a photo of the same theme.

13 Capture the Cucco Challenge

Location: Riverside Station	Client: Inside the Belris Stable.

Talk to Belis next to the chicken coop to learn that 5 cuckoos have run away. The locations of these 5 chickens are as follows:

· On a rock in the middle of the river. Ice blocks are needed to create a bridge.

Next to the concert venue.

· On the horse head at the top of the stable. ·

On the tree next to the construction material placement area for the revival building near the stable.

After throwing 5 chickens back into the coop, the task is completed, and the reward is 100 rupees.

▲ Task trigger location.

14 Decorate the painting at the Riverside Station

Location: Riverside Station	Client: Makenbo

This task requires investigating the empty frame with a horse head image inside the stable after resolving at least one area's anomaly in the main storyline challenge.

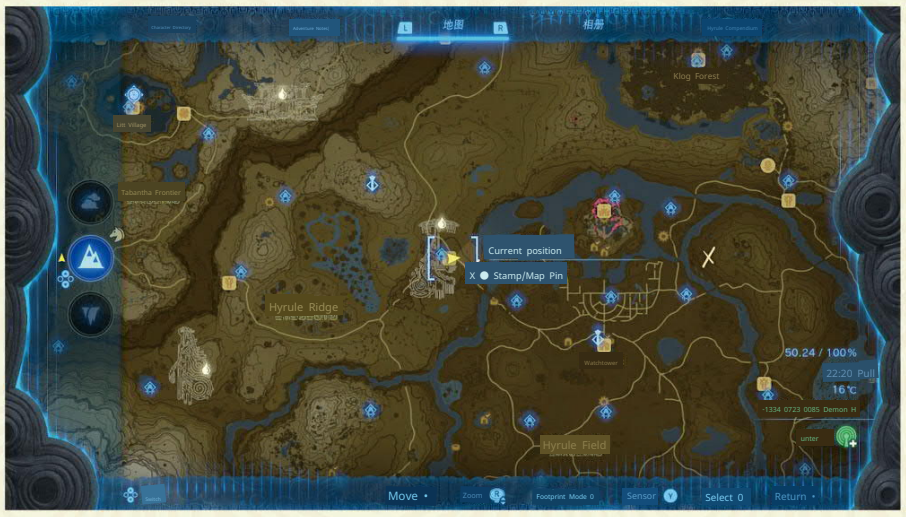
Shoot.

Players need to take a photo of the Goddess statue and submit it to the requester, flying from the Bird's Eye View Tower in Hyrule Field to the starting plateau to capture the one located at The Great Goddess Statue at the Ruins of the Temple of Time will suffice. Return to the waystation to investigate the frame again or talk to the client; displaying the photo will complete the challenge, earning 1 waystation point and stamina crab stir-fry. After the challenge ends, the player's photo will be displayed in the frame, and it can be replaced with a photo of the same theme.

15 The Desired Transport Cart

Location: New Marita Station	Client: Kizumi

Trigger the conversation with Kizumi outside the stable. Then, use the ultimate hand to attach the wheels to the cart and first catch a wild horse to give to Kizumi. This will complete the task, rewarding you with 100 rupees and the naming rights for the new cart, as this horse will belong to the NPC afterwards. Therefore, there is no need to worry about the horse's attributes and intimacy.



16 Decorate the new Marita rest stop with paintings

Location: New Marita Station	Requester: Sprin

This task requires investigating the empty picture frame with a horse head image inside the rest stop after resolving at least one area's anomaly in the main storyline challenges.

Players need to take a complete photo of the ground painting near the nearby stable and submit it to the requester. The easiest way is to take the photo from a small hill in the distance; while the photo may not be very aesthetically pleasing, it is sufficient to complete the challenge. A better photo can be taken by using a hot air balloon to ascend into the sky.

After obtaining the photo, return to the stable to investigate the frame again or talk to the requester to show him the photo, which will complete the challenge and reward 1 stable point and a Brightly Stewed Mushroom Tomato. After the challenge ends, the player's photo will be displayed in the frame, and it can be replaced with another photo of the same theme. Additionally, since this stable only requires 'ground paintings' for photo replacements, it can also be substituted with photos of ground paintings from other regions.

▲ Refer to the camera orientation and angle.

17 dishes made by Gengke himself

Location: Litel Village	Client: Gengke

This task requires completing the main quest of the Wind Temple first. Gengke needs 1 Energizing Fish to make a fish pie. After fulfilling his request, the task will be completed, and the reward is Cold Stewed Fruit.

The treasure sleeping in the secret spring of the mountain

Location: Litel Village	Client: Quli

This task requires completing the main quest of the Wind Temple first. The objective is to obtain the Divine Beast Armor: Medoh, for details please refer to page 298.

19 The Quest of the Arrow Maker, Tohru

Location: Lito Village, Client: Taohong. This task requires completing the main q	

uest of the Wind Temple first. He will reward you with 10 wooden arrows upon completion. Taohong wants to use frozen materials to make new arrows, so complete the task.

Give him 1 cold-resistant fruit or 1 white hill fruit.

20 Traditional 'Great Eagle Bow' of the Lito tribe.

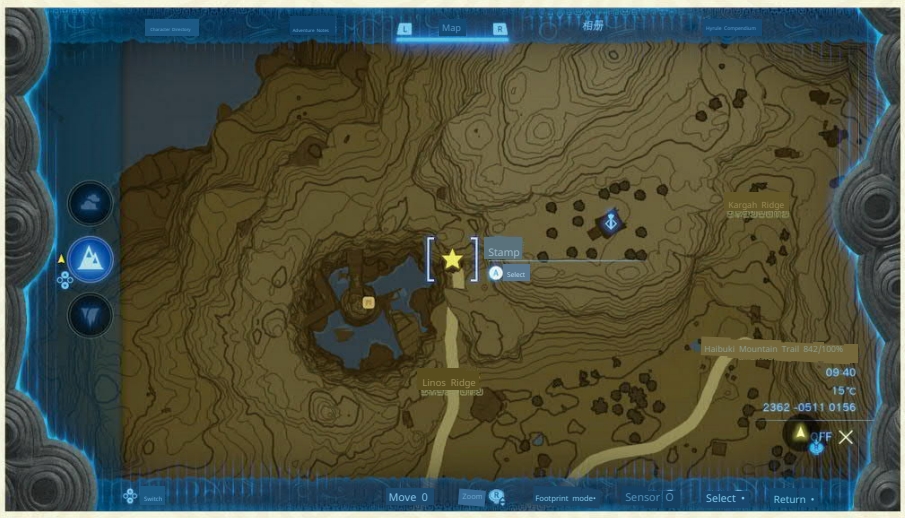
Location: Litel Village	Client: Teba

This task requires completing the main quest of the Wind Temple first. Teba gave his favorite bow to Qiu Li, so he wants to recreate a Great Eagle Bow. As long as the materials are complete, he is also willing to make one for Link.

Make one. The materials he needs are the Falcon Bow, 5 bundles of firewood, and 3 diamonds. After giving him the required materials, you will receive the Great Eagle Bow, and the quest will be completed.

The Swift Vulture Bow can be found at the flying training ground north west of Rito Village, right next to the flying instructor NPC. Firewood bundles can be obtained by chopping down trees, and diamonds may appear in the chests found in the blessings of Laulu after completing shrine challenges.

If the Great Eagle Bow is damaged, you can return to the requester to have it made again.



▲ Location of the Swift Vulture Bow.

21 Barter with the Litel Tribe

Location: Litel Village	Client: Beira

This task requires completing the main quest of the Wind Temple first. The Rito tribe is short on food and hopes to trade. First, exchange 3 Brightbloom Seeds for 10 Wooden Arrows, and after completing the exchange, the task is done.

You can continue to find her in the future to exchange Brightbloom Seeds, Brightbloom Mushrooms, and Icefish for Wooden Arrows.

22 Litte's Suspension Bridge

Location: White Zhi Newspaper Office	Client: Jizang

The only bridge leading into Lito Village is broken. We can find the client near the White Zhi Newspaper Office. After accepting the quest, we need to head to the Watchtower to find the carpenter Guida and ask him to repair the bridge. He usually hangs around the area near the east gate of the Watchtower where he stacks wood (Note:

When it rains, he will leave to seek shelter, and if he cannot find anyone, he can wait for the sunny weather to return). Next, return to the suspension bridge and talk to learn that repairing the bridge requires 20 bundles of wood. After chopping down trees to gather the required amount, submit them to complete the task and receive a reward of 100 rupees.

23 Decoration of the Tower of Bontat Bridge Station's Artwork

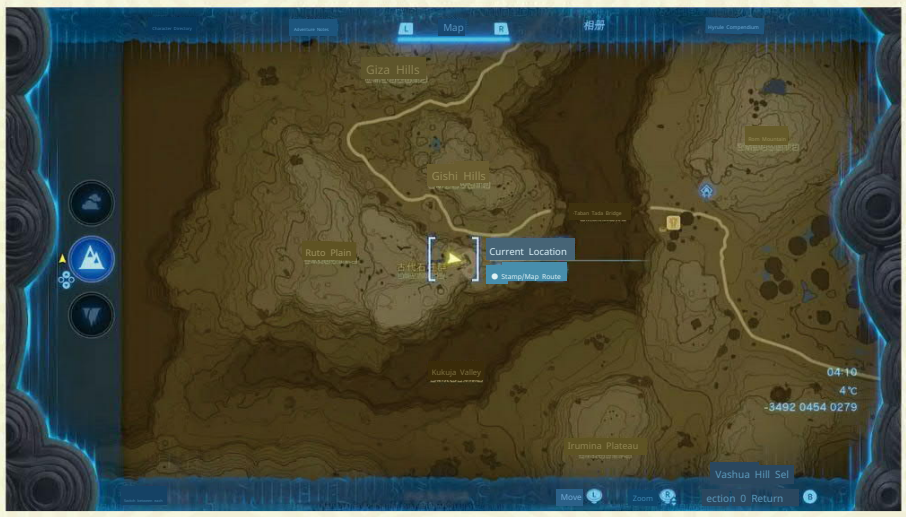
Location: Tabanta Bridge Stable	Client: Bidai

This task requires investigating after resolving at least one area's anomaly in the main storyline challenge.

An empty frame with a horse head image inside the station triggers.

Players need to take a photo of the 'Ancient Stone Pillars and Sunrise' and submit it to the requester. They should spend time at the indicated location until nightfall, and after waiting until 4 AM, they can take a photo of the stone pillars to meet the conditions. Returning to the stable to investigate the frame again or talking to the requester will allow them to complete the challenge by showing the photo, earning 1 stable point and a speed potion. After the challenge ends, the player's photo will be displayed in the frame, and they can replace it with a photo of the same theme.

By showing the photo, the challenge can be completed, earning 1 stable point and a speed potion. After the challenge ends, the player's photo will be displayed in the frame, and they can replace it with a photo of the same theme.



24 Decorate the Snowfield Rest Station's Painting

Location: Snowfield Stable	Client: Baken

This task requires investigating the empty picture frame with a horse head image inside the rest stop after resolving at least one area's anomaly in the main storyline challenges.

Players need to take a photo of the 'Giant Bird Soaring over Hebra Mountains' and submit it to the requester. Just go to the cedar tree at the top of Shaliba Mountain and take the photo facing west when the weather is clear.

To meet the requirements, reach the bird-shaped surface below the north direction, then return to the stable to investigate the frame again or talk to Baken, and show him the photo to complete the challenge, earning 1 stable point and spicy stew. After the challenge ends, the photo taken by the player will be displayed in the frame, and it can be replaced with a photo of the same theme.

25 Crossing Cold Water

Location: Hebra Mountains, outside the cave of Shaliba Mountain	Client: Bahl

The injured Bahl needs 10 cold mushrooms, and there are enough in the cave. It is recommended to freeze the ice lake first using cold items.

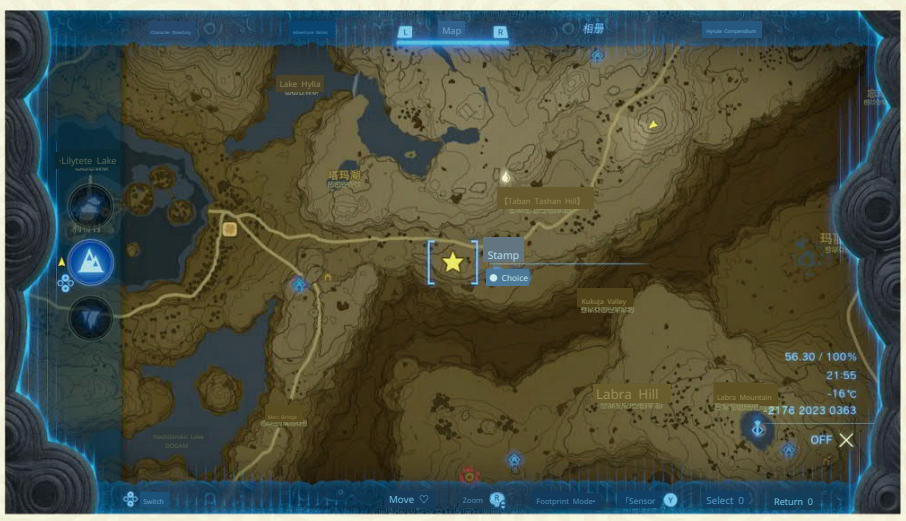
Then step on the ice blocks to get across. After giving 10 cold mushrooms to Bahl, you can receive 50 rupees.

26 Open Door

Location: Tabontar Hill	Quest Giver: Jugo

The quest giver is in a small wooden house east of the White Zhi Newspaper. Knock on the door to accept the quest. Defeat the three Bokoblins next to the wooden house before knocking.

You can complete the quest by simply knocking on the door, and the reward is a bottle of Spicy Elixir. If you defeat the monsters first and then knock on the door, you can complete the quest directly.

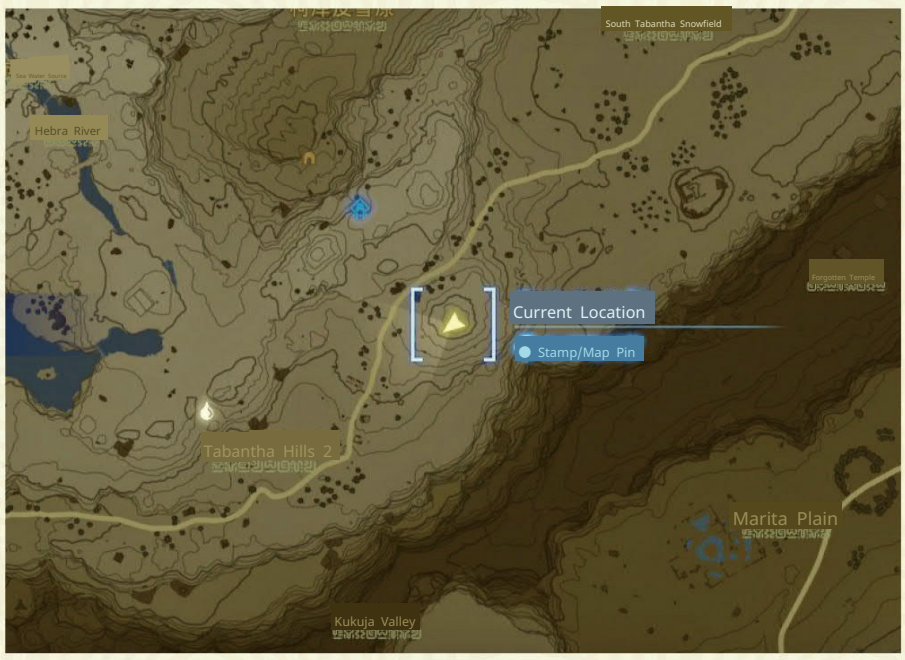


27 Targeted Supplies

Location: Tabontar Hill	Client: Haku

The quest giver is located on a hill with a campfire to the northwest of Rabula Mountain Birdwatching Platform, northeast of Tabontah Hill, and south of the Kokupee Snowfield. There are three flying enemies in the nearby sky.

Killing the target will complete the task, and the reward is 50 rupees. It is recommended to prepare bat eyeballs to solve it with tracking arrows.

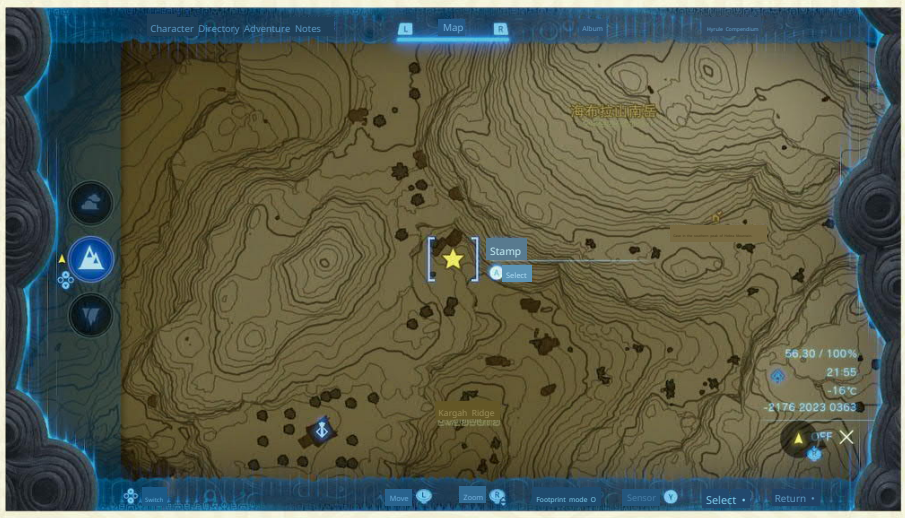


28 Blocked Cave

Location: Kargal Ridge	Client: Nazli

The task client is located to the northeast of the Kargal Ridge lookout. Use bomb flowers or Zonai bombs to block the cave entrance in front of the task client.

Blow it up, there are many stones, and you need to blow it up several times. The completion reward is 20 rupees.



▲You can blow up the rock obstacles in front of the NPC.

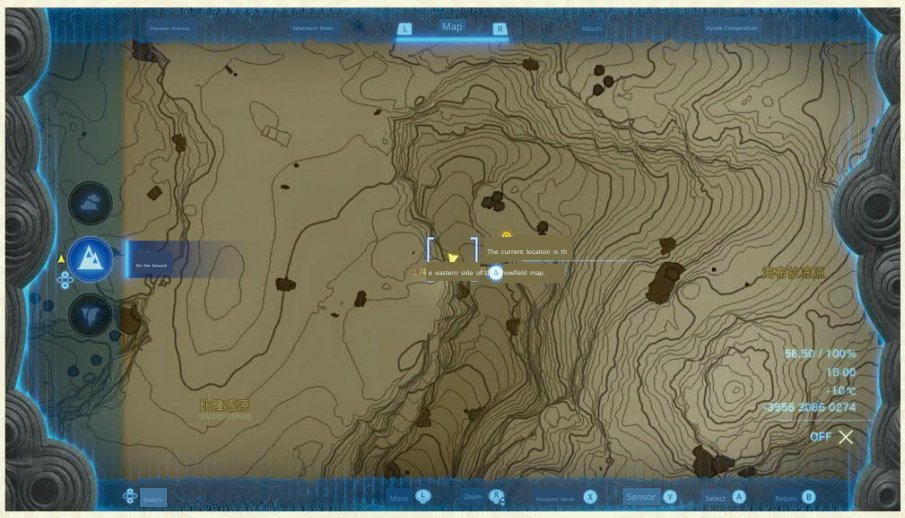
29 The Queen Who Disappeared in the Snowy Mountains

Location: Silaimi's Cabin	Client: Russell

This quest can be triggered by finding Russell at Silaimi's cabin in the Hebra Mountains, which is near the Ruta Fu'u Shrine. Alternatively, players can take off from the Kargah Summit Birdwatching Platform and glide through the canyon between the Bilon Snowfield and the Hebra Frozen Wastes. As you approach the destination, you will see a campfire and rising smoke. The NPC by the campfire needs help finding someone, and the target is actually near the campfire. Jump down from the cliff to the west of the campfire, and you will see the entrance to the cave on the east side of the Bilon Snowfield.

Enter, and after clearing the rock obstacles midway, you will find the target. Clear the rock obstacles deeper in the cave, then talk to Silami to receive your reward at Silami's hut. At this point, pay attention to the quest, and the destination will be marked on the map. Enter the hut and talk to receive the Zonai Shield.

By the way, after completing this task, you can pay Silami to learn the shield surfing technique.



▲ The yellow dot indicates the location of the campfire, and next to it is the cave we need to enter.

▲ Jump down from the cliff to the southwest of the campfire to find the cave entrance.

▲ Blast the rubble obstacle at the red circle to clear the exit.

▲Collect your quest reward here.

30 New Flight Training for the Rito Tribe

Location: Flight training ground north of Rito Village	Client: Kaan

This task requires the completion of the main quest in the Wind Temple first. Friends who have played 'Breath of the Wild' should remember the flight training ground. After talking to Kaon, you can start the beginner training, which involves passing through 20 rings within a limited time, with 15 being the passing score. Upon success, you will receive 50 rupees, and the task will be completed. Complete all 20 rings in the beginner training.

After passing through, you can challenge the advanced training. The advanced training has 35 rings, and each challenge requires a fee of 20 rupees. However, passing the beginner level grants 100 rupees, and thereafter, each pass grants 50 rupees with no limit on the number of attempts. If you can pass through all 35 rings, you can earn 300 rupees.

31 Illuminating Cave Mushrooms

Location: Tabanta Frontier	Client: Natz

Go to the cave east of the Bright Mushroom at the White Jie's Newspaper, where you will meet two sisters at the entrance.

They want 10 Bright Mushrooms but are too scared to enter the cave. Give them 10 Bright Mushrooms.

After completing the task, Link will receive Spicy Stew | See you in the Hebra region, Mushroom Tomato.

32 Stolen Tents

Location: Snowfield Stable	Client: Natz

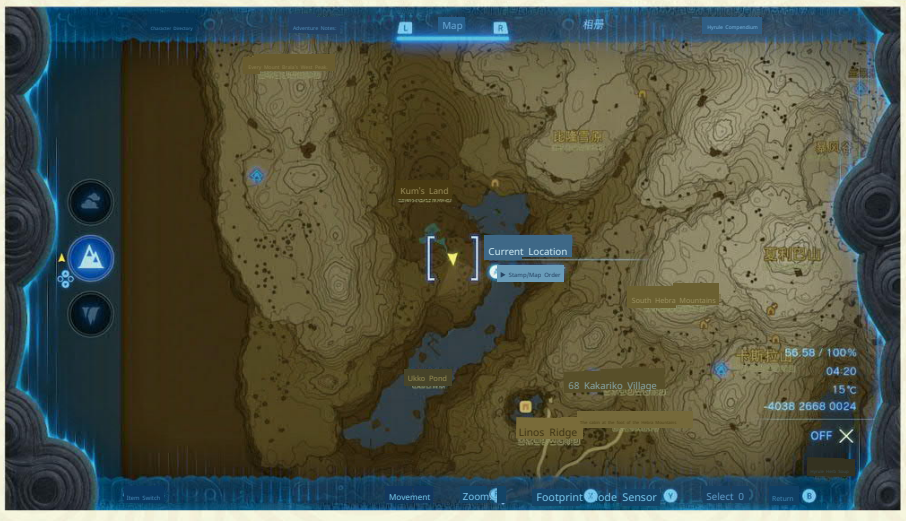
This task can only be triggered after completing the 'Illuminating the Cave with Mushrooms' quest, and it is a prerequisite for 'Who Can Find the Sacred Place'. The quest NPC can be found by the campfire near the stable. After accepting and tracking the quest, the quest point will be marked on the map. Follow the map to reach the Sacred Place!

In the camp at the foot of the mountain, defeat the 4 monsters next to the tent ◀ (you can sneak attack at night), and you can return to the stable to find the NPC to receive the reward: Spicy Steamed Mushrooms, which will automatically trigger 'Who Can Find'.

▲If the prerequisite tasks are not completed, these two characters will not appear here.

Who can find the holy land!

Location: Snowfield Stable	Client: Natz



▲ Entrance to the Kum's Source Cave.

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▲ The path is just behind this stone.

▲ Mushroom Sanctuary, worth having!

This quest will be automatically triggered af ter completing the mini-challenge 'The Stolen Tent. ' Originally, we needed to solve the puzzle based on four lines of a ballad; here, the answer is direc tly revealed. Its location is in the cave at the sour ce of Kum, northwest of the Kargah Ridge Birdwat ching Platform, as shown in the attached image.

After entering the cave, I found that the duo had gotten there first, but they still hadn't found the legendary Mushroom Sanctuary.

If you search this cave carefully, you will discover a stone under a high platform, and behind the stone, there is a narrow path that requires you t o crouch to pass through (there are some Mobli ns nearby). At the end of the path, you will find the Mushroom Sanctuary, completing the quest. Although there are no rewards, the Mushroom S anctuary has a variety of mushrooms and truffles in abundance, so it's worth visiting often.

Is the Deku Tree Elder a secret base?

Location: Korok Forest	Client: Toki

Can only be triggered after defeating the Phantom Ganondorf i n the Korok Forest. By using the Ascend ability at the inn and shop in t he Korok Forest, you can reach Toki's secret base. He wants 4 Sneaky Eli xirs and 2 large Brightbloom Seeds to decorate this place. After meeting his conditions, you will receive Korok fabric as a reward.

large Brightbloom Seeds to decorate this place. Af ter meeting his conditions, you will receive Korok f abric as a reward.

34 Giant Rolling Bones

Location: Korok Forest	Client: Karase

After removing the miasma from the Ko rok Forest, go to the location shown in the pi cture and talk to Karase to trigger the event. First, take a photo of a water vortex to show him, then take a photo of a quicksand vortex.

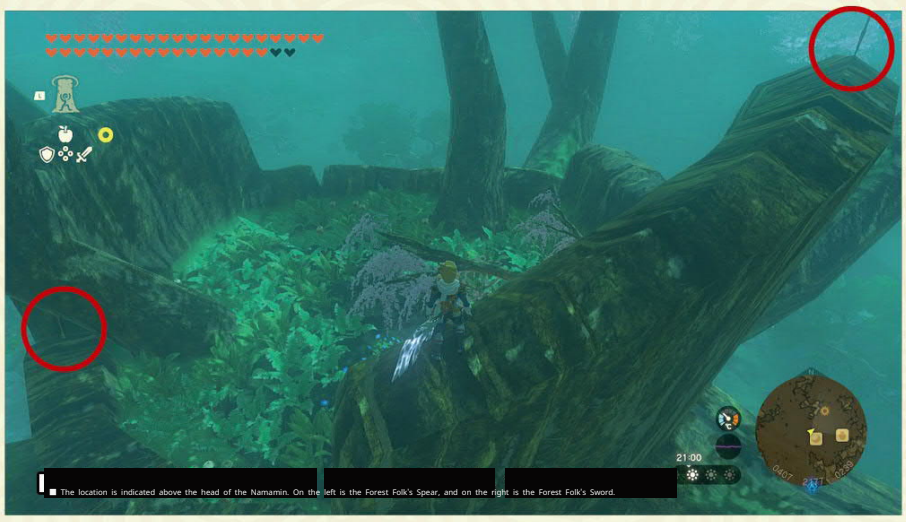
Just looking is enough to complete it. Both photos can be taken in advance, and upon completion, you will receive 5 Endurance Carrots. Here are the locations of a water vortex and a quicksa nd vortex.

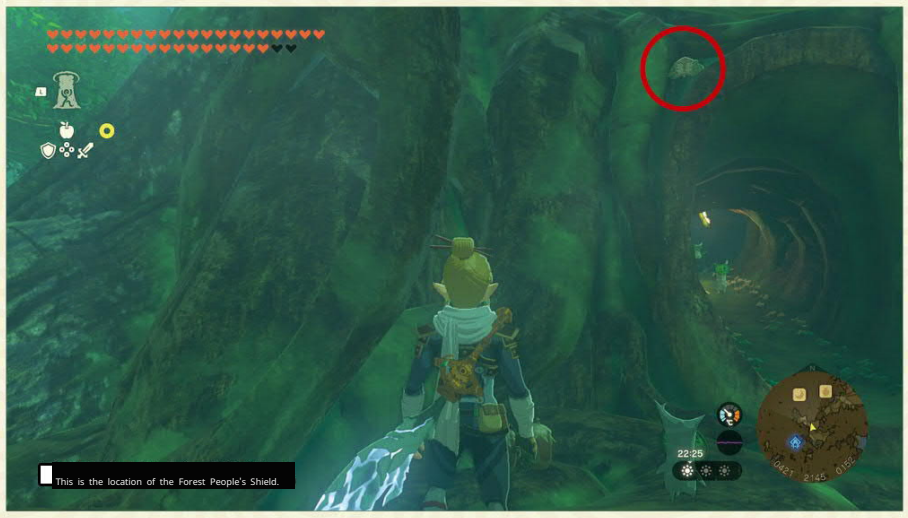
36 Namin's Treasure Hunt!

Location: Korok Forest	Client: Namamin

This can be triggered after defeating the Phan tom Ganondorf in the Korok Forest. Namamin's locati on is at the top of the Deku Tree, and you can also reach it by using the Ascend ability from Toki's secret base. He hopes Link will find the Korok Sword and t he Korok Spear. Both of these weapons are nearby.

The specific location can be seen in the imag e below. After finding them, Toki will ask you to find the Korok Shield, which is located ab ove the entrance to the inn and shop, makin g it easy to find. Once everything is collected, Namamin will gift you the Korok Bow.





37 Acquire Amber

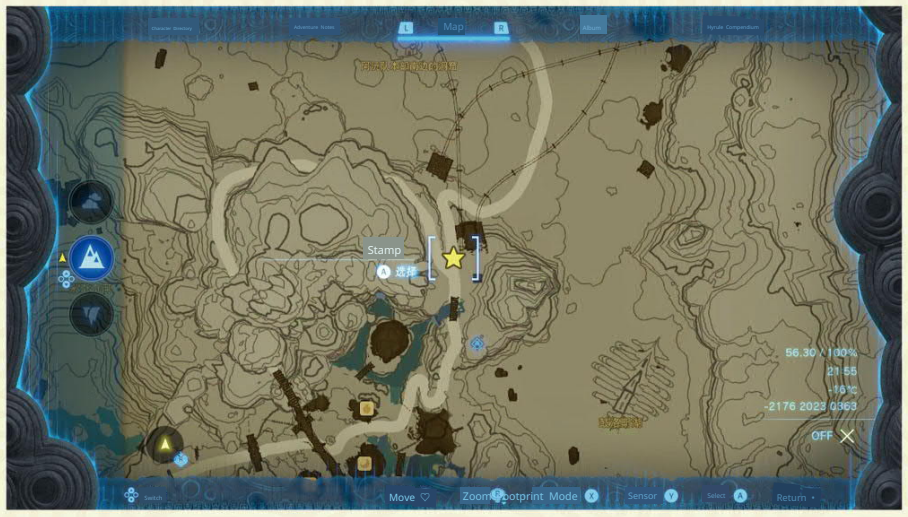
Location: Oltin Canyon, on the way from the southern mining area to Goron City. Client: Ramela. Two guys munching on delicious rock are ready to trade. To complete the task, you must reach an agreement. In the future, if you rob Link, Ramela will chase you away. Ramela will buy various ores at a high price, showing that she is a jeweler willing to pay 200 rupees for a certain quantity. She will only purchase if you gather a specific amount. The price for 10 amber is just 200 rupees.

38 Ancient city of Goron City!

Location: North of Goron City | Client: Korok

This task is a prerequisite for 'Discover the Ancient City of Goron City!'. Walk a couple of steps along the road from the northern exit of Goron City to see the quest NPC standing next to a minecart. Place the minecart on the track and find the Zonai nearby.

Use the Zonai device fan as power for the minecart, then talk to the NPC to board the minecart. The task is completed upon reaching the end of the track, and you will receive Zonai energy as a reward.



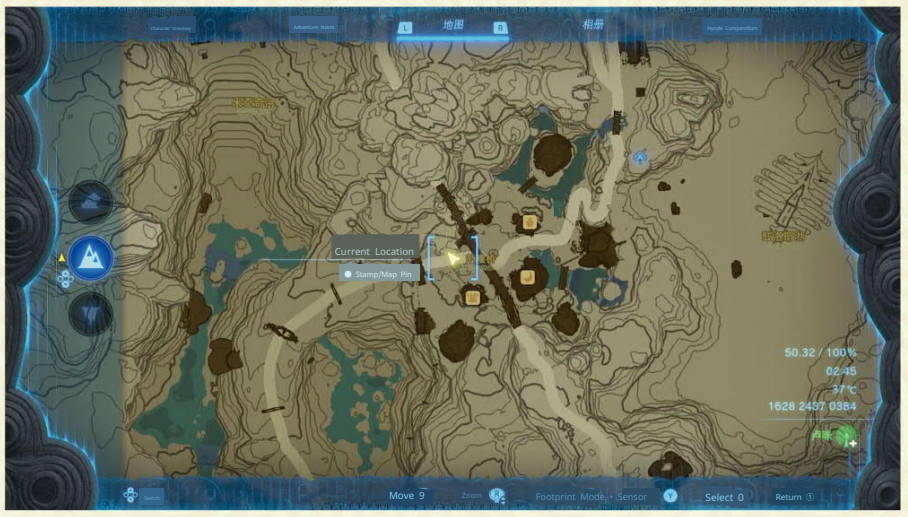
The NPC next to the minecart is the quest giver.

▲ Just follow the track to the end.

39 Discover the ancient city of Goron City!?

Location: Goron City | Client: After talking to the NPC, place the minecart on the track, then talk to the NPC to let him get on the cart. Clear the stones on the track and follow it to the end to complete the task. The reward is a large Zonai Energy.

You need to complete the mini-challenge 'Discover the Ancient City of Goron City!' and spend a certain amount of game time. Trigger the dialogue by talking to the NPC at the location shown in the image, then follow the NPC to find the track.



40 Goron Spirit 'Shattered Rock Greatsword'

Location: Goron City | Client: Hogo

You need to complete the Fire Temple and talk to Hogo at the location in Goron City to trigger this quest. After that, deliver the Stonebreaker Sword, 5 Flint, and 3 Diamonds to complete the task and obtain a Shattered Rock Greatsword. If the Shattered Rock Greatsword breaks later, you can deliver materials here to receive a new Shattered Rock Greatsword. The Stonebreaker Sword can be found in a chest inside the cave at the Southern Mine.

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41 Drum Festival Moon Viewing

Location: Goron City	Client: Latore

After completing the main quest of the Fire Temple, talk to Latore at the entrance of the Goron City Inn to trigger the event. Then head to the cave at the location shown in the image, stand at the top of the cave.

Look down at the cave entrance and take a photo of the stone illuminated by the sun around 12 noon, then return to report back. The reward is 100 rupees.

42 The Sleeping Treasure in the Lizard Pool

Location: Goron City	Client: Burdo

After completing the main quest of the Fire Divine Beast, the elders will trigger this task. The objective is to obtain the Divine Beast Armor: Rudania. For details, please refer to page 299.

43 The Hidden Hot Spring Rock Lava Spring

Location: Goron City	Client: Meisachi

After completing the main quest of the Fire Temple, talk to Meisachi on the small bridge east of the Goron City Inn to trigger the event. Then, go to Goron Hot Springs and talk to Grap to obtain information, and then head to the location shown in the image to find the horse.

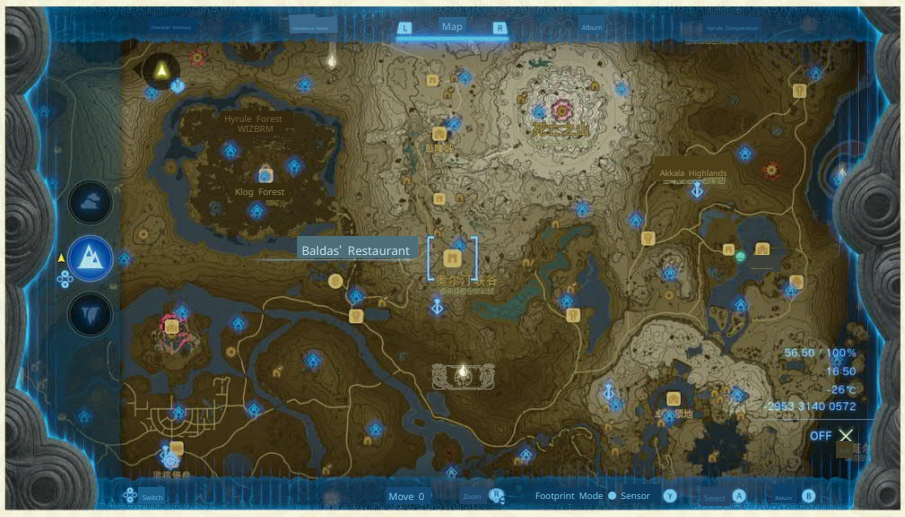
In the Goron Pit, blow up the rocks to enter deeper, and you will find the hot spring; Meisachi will follow you. After completing the task, you will receive 100 rupees, and you can also pick up a boiled egg next to Meisachi.

44 a stone is worth a thousand!? Fully matured flint!

Location: Baldas' Restaurant	Client: Eaton

This quest can only be triggered after completing 'Meat for Meat'. Find the NPC outside Baldas' Restaurant; he is willing to exchange 20 or more flints for 1000 rupees, with options of 20/50/100, and the quest will be successful.

The probabilities are different; submitting 100 times ensures task completion. If you want to save on flint, you can save your game before submitting, try submitting 20 times first, and if you fail, reload and continue trying.



▲The client is right next to the restaurant; he won't give you the task unless you complete the prerequisites.

▲Three choices, with different success rates for completing them at once.

45 for meat in exchange for meat.

Location: Orting Canyon, north of Birdwatch Valley. The	Client: Bongo

head chef Baldas at the restaurant is angry with Bo
ngo for the leftover food, and Link needs to help Bongo f
ind the delicious rock. Proceed northwest along the minec
art track to find the tunnel west of the restaurant. As a t
hank you, you will receive a reward. After crossing the lav
a river, you will see a pile of delicious rocks.

deeply water. Dive deep in the cave to build a bridge, bringing the delicious rock to the rest
aurant, Baldas is finally satisfied. The escaping Bo
ngo will reward you with a large Zonau energy.

46 It seems I still need the Tenderloin Rock Drum.

Location: Balda's Restaurant. This qu	Client: Balda

est can only be triggered after completi
ng the main quest of the Fire Temple and th
e mini-challenge 'Meat for Meat!'. After talking
to Balda in the restaurant, proceed like in th
e mini-challenge 'Meat for Meat!'.

Go to the cave at the end of the minecart and bring back a tenderloin r
ock to complete the task and receive roasted top-grade meat.

In the future, you can continue to come here to exchange tenderloin r
ocks for roasted top-grade meat.

47 Open Park! Minecart Paradise!

Location: Southern Mining Area	Client: Bakhait

After completing the main quest of the Fir
e Temple, talk to Bahkait in the cave of the Sout
hern Mining Area to trigger the event. Ride the
nearby minecart and shoot 5 balloons within the
time limit to pass. The minecart will move autom
atically, and you can retry if you fail. First

The first play is free and grants 10 wooden
arrows; subsequent challenges require a pay
ment of 20 rupees, or players can pay an a
dditional 30 rupees to buy 10 more arrows.
Completing the challenge rewards 20 rupees
and triggers the 'Rapid Fire Minecart Game'.

48 Rapid Fire Minecart Game

Location: Southern Mining Area	Client: Xier

Automatically triggered after completing the mini-chall
enge 'Open the Park! Minecart Paradise!'. Shoot 7 balloons as
quickly as possible while riding to pass, with a reward of 50.

Rupees, and trigger the 'Ultra High Difficulty Death Mo
untain Course!'

Location: Southern Mining Area	Client: Kabeta

Automatically triggered after completing the mini-challeng
e 'Ultra High Difficulty Death Mountain Course!' Head to the task
marker at the top of Death Mountain and meet with K.

Beta's dialogue resumes the game. Shoot 8 balloons bef
ore reaching the finish line to pass, with the reward bein
g fabric from the Goron tribe.

50 paintings to decorate the Forest Station

Location: Forest Rest Station	Client: Jixu

This task requires finding the empty picture frame with a horse head image inside the station during the main storyline challenge.

After resolving the anomaly in a region, investigate further.

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Players need to photograph the 'Goron tribe soaking in the hot spring' and submit it to the requester. After arriving at the back of the Goron City grocery store, they can take a photo of the NPC in the hot spring (there will be an NPC here regardless of whether the regional anomaly has been resolved). Return to the stable to adjust again.

By checking the picture frame or talking to the client, you can complete the challenge by displaying the photo, earning 1 waystation point and a speedy vegetable curry rice. After the challenge ends, the player's photo will be displayed in the picture frame, and it can be replaced with a photo of the same theme.

51 Artwork to Decorate the Foothill Stable

Location: Foothill Stable	Requester: Oz

This task requires investigating the empty picture frame with a horse head image inside the stable after resolving at least one area's anomaly in the main storyline challenge. Players need to take a photo of the hero Daruk and submit it to the requester, then teleport to the Malak Guch Temple in Goron City to take the photo.

Taking a photo of Daruk will meet the requirements. Return to the stable to investigate the picture frame again or talk to the requester; displaying the photo will complete the challenge, earning 1 stable point and fireproof elixir. After the challenge ends, the player's photo will be displayed in the frame, which can be replaced with a photo of the same theme.

Fell into the well

Location: Wetland Station	Client: Dil

To the northwest of the bridge at Lepona, north of the stable, there is a well across the river from the Wetland Stable. Jumping in will lead you to a quest NPC.

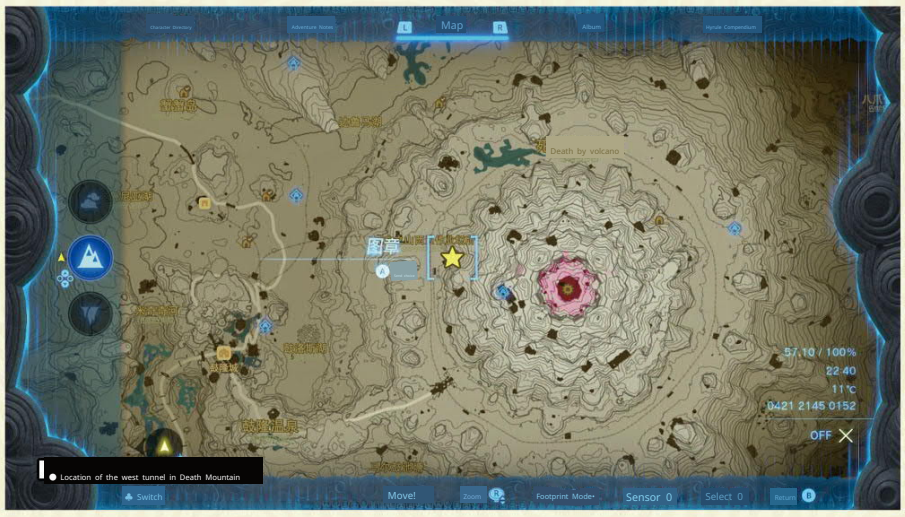
He is trapped in the well because the ladder is broken. Use the Ultrahand to attach the nearby half-ladder, and you can receive a reward of 50 rupees from the NPC.

53 stranded workers

Location: West Pit of Death Mountain	Client: Mota

After entering the tunnel, Mota is found left in the cave. Mota asks the player to launch him along with the minecart. Since the track is broken, just using the fan is not enough. After A-Yuan blasts open the special stone pile, two rockets can be found inside.

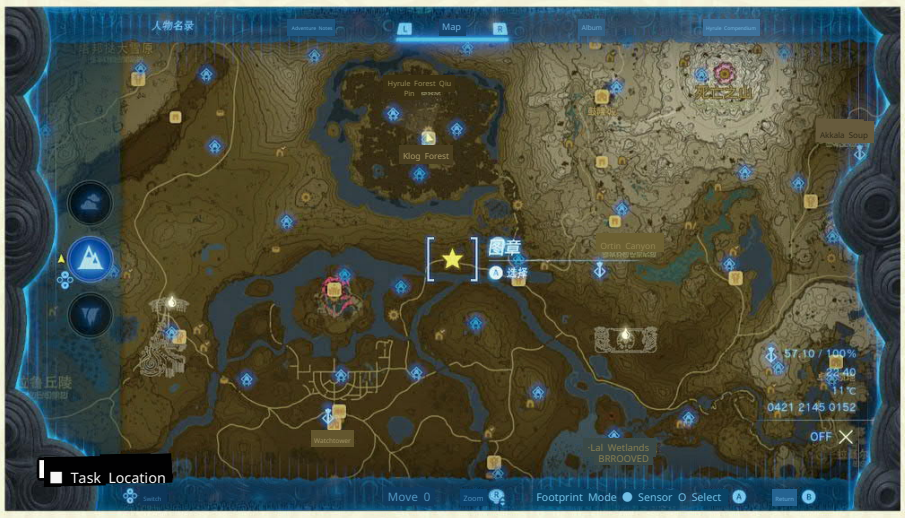
Attach the two rockets symmetrically to the minecart, then let Mota get on the cart, and this will allow Mota to be sent out of the cave. He will reward you with a large Zonai energy as thanks.



54 Our Treasure

Location: Lurelin Hills	Commissioner: Domidak

At the water's edge, you can see Domidak and Brison planning to obtain a treasure chest in the swamp, which is surrounded by bottomless marshes. There are many ways to acquire this treasure chest, such as using a rocket shield to float, jumping directly from the sky island, building a bridge with materials or devices, etc. After opening the treasure chest, you will find three bomb flowers inside. Then, talk to these two to complete the quest.

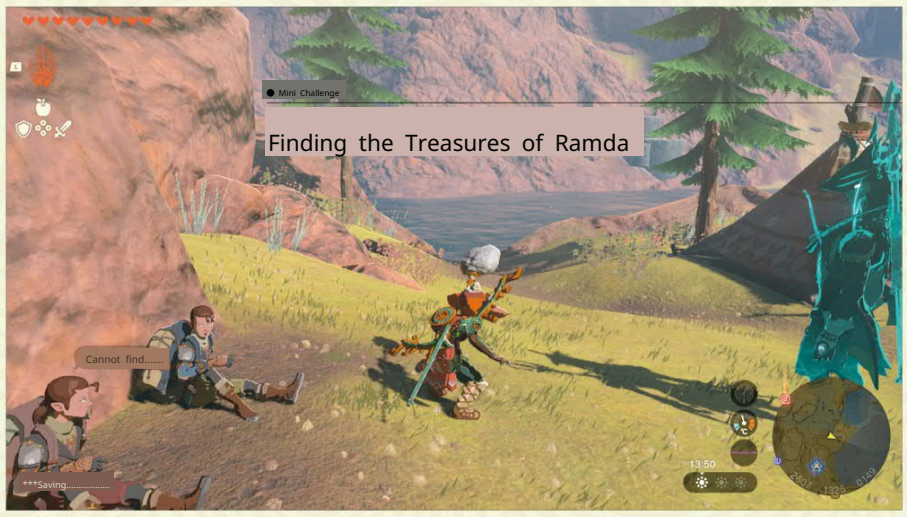


55 Find the treasure of Ramda

Location: North of the Mountain Base Station	Client: Domidak

After talking to the brothers Domidak and Brison, I learned that they want to enter the cave of Mizdah Lake to find Ramda's treasure, but there are too many chests in the cave, and they are overwhelmed. At this point, feed the nearby dog apples until it opens up.

Follow the dog as it leads the way into the cave; the dog will point out a chest that contains Flame Pants. The two brothers, seeing that Link has found something, rush in and end up only opening a bottle, completing the quest.



56 Lambda's Treasure Demon God Equipment

Location: Cave of Lake Mitzda	Client: The Great Thief Ramda

Immediately following the mini-challenge 'Finding Ramda's Treasure', investigate the bottles left by the two brothers to learn that Ramda has placed the Demon God set in three different locations. For information on how to obtain the Demon God set, please refer to the armor section.

When Link wears the Demon God set and returns to the cave at Lake Mitzda, the previously locked stone door will automatically open, revealing a treasure chest containing the Demon God Great Sword. The quest will also be completed.

57 Ancient Texts of the Twin Treasures of Ramda

58 Lambda's Treasure: Ancient Documents of the Pirates

59 Treasures of Ramda: Ancient Documents of Heroes

Location: North of the Mountain Base Station	Client: Domidak

After completing 'Finding the Treasures of Ramda', go out and talk to Domidak. You can purchase the documents for 100 rupees each for a total of 300 rupees for the three treasures. 'Treasures of Ramda: Ancient Documents of the Twins | For details, see page 288.'

60 Ramda's Treasure Weaver's Dream Hero's Outfit 1

Location: Cave of the Drum River	Client: Stone Tablet

In the treasure chest inside the Cave of the Drum River, you can obtain the Flame Armor. After acquiring the Flame Armor, the stone door next to it will open. Investigating the stone tablet inside will trigger this quest, which requires obtaining the Dreamweaver's Hero's Garb.

For information on how to obtain the Flame Armor and the Dreamweaver's Hero's Garb, please refer to pages 282 and 291.

61 Lambda's Treasure: Dream Weaver's Hero Outfit 2

Location: Cave of the Ancient Stone Pillars	Client: The stele requests the acquisition of the Dream Weaver's Hero Pants. For information on how to obtain the Dream Weaver's Hero Outfit and Dream Weaver's Hero Pants, please refer to pages 291 and 292.

In the treasure chest located in the Cave of the Ancient Stone Pillars, you can obtain the Dream Weaver's Hero Outfit. Investigating the stele in front of this chest will trigger this quest.

62 Ramda's Treasure Dream Weaver's Armor 3

Location: Cave of the Arena Ruins	Client: Stone Tablet

Treasure chest in the cave of the Arena Ruins | Regarding the Dream weaver Hero Pants and the Dreamweaver Hero, the Dreamweaver Hero Pants can be obtained. As for the method to acquire the mask, please refer to page 291. Investigating the stone tablet before this treasure chest will trigger this task, which requires obtaining the Dreamweaver Hero Mask.

Page 292.

63 What is inside?

Location: Near the Zonai Device Fabricator in Hateno Village	Client: Pigguro

Pigguro from the Zonai Survey Team is very curious about how to extract items from the Zonai Device Fabricator by creating any device with the Zonai technology. However, the reward is quite meager: a single Sunshroom. How to retrieve the items inside is the main concern.

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Master the Zonai device skillfully

Location: Sonda Construction Shop Worksite	Client: Sidon

This mini-challenge requires players to interact with three NPCs located in a three-story building around the Sonda Construction Shop worksite on the west side of Lookout Landing. After listening to the NPCs' dialogue, directly install the joystick onto the stone cart beside them.

After that, you will need to complete a racing mini-game, where you must drive a stone slab vehicle to touch all the light points on the racetrack within three minutes and return to the starting point to complete the challenge, earning a reward of 100 rupees and an inn accommodation voucher.

▲ The task requires using the provided joystick to build the vehicle.

▲ There are plenty of Zonai devices nearby for use.

▲ There are plenty of Zonai devices nearby that can be used; as long as the vehicle touches the light pillar, it counts, whether running on the ground or flying in the sky.

65 Conquer the First Rally

Location: Sonda Construction Shop Worksite	Client: Sidon

This task can only be triggered after completing the mini-challenge 'Master the Zonai Device'. The task requires using the specified joystick provided by the NPC to assemble a vehicle, and within 2 minutes, touch all the light pillars before returning to the starting point. The route is generally a loop around the area, and during the process, the joystick must not be released, and the vehicle must not deviate too much from the track. Given that different vehicle designs consume power differently, it is recommended to have...

At least 6 battery slots are required to take on the challenge.

There is a large pile of devices available for free use next to the quest location. The simplest approach is to use a ready-made large tire and a wooden board to add a small tire (pay attention to the tire direction) to create a tricycle, then attach the specified control stick to participate in the race. Of course, using your own vehicle design is also acceptable, including flying vehicles that can touch the light pillars in the air.

Follow the rules. For land vehicles, pushing the joystick forward can accelerate, but even without acceleration, it is sufficient to complete the objective within 2 minutes; just be careful to avoid obstacles on the field. Touch within 2 minutes.

Return to the starting point after all the light pillars to receive a task reward of 3 Zonai Charges and unlock the advanced track for the rally. A registration fee of 10 rupees is required for each subsequent participation, which is not related to the task.

66 Build a Private House

Location: Lookout Landing	Client: Pawda

After completing 'Mida's Independence', Pawda will offer private house construction services at a limited-time price of 1500 rupees. Link's new home is located southeast of the Great Sky Island, next to the Rashitachiwaka Shrine. Talk to the Goron named Guraneda who is guarding here to start the construction. The package Link purchases includes two rooms, which can be combined freely.

Just being together is enough. The task is completed after the construction ends, and Link receives fabric from the Sundar Construction Shop. Although the task is complete, the house can continue to be built, but new rooms will cost money, which can be considered a bottomless pit. However, this is much more interesting than buying a house in 'Breath of the Wild'.

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The strongest weapon?!

Location: East Akkala Stable	Client: Chabi

Chabi wants to see what the strongest weapon looks like. After showing Chabi a weapon made using Lynel's horn, she happily declares that this is the strongest weapon.

After completing the task, Link will receive 300 rupees.

68 Gathered Pirates

Location: East Akkala Stable	Client: Miho

This mini-challenge requires players to talk to the NPC sweeping leaves at the entrance of East Akkala Stable (the specific location may vary due to weather conditions) to trigger it. After listening to the NPC's dialogue, go to the indicated location and defeat all enemies on the three pirate ships to meet the conditions. Then return to talk to the requester to complete the challenge and receive 2 stable points and a Stamina Carrot.

Red Leaf Lake MADEPU

70 Ancient Olting Fossil

Location: East Akkala Stable	Client: Lunay

Triggered after talking to Lunay near the East Akkala Stable. Lunay will mark a location on the map; go to that location to find the Ancient Olting Fossil and Lunay again. The fossil is missing one eye, and it explodes.

Break the stone beneath the fossil to find a spherical stone, place it in the fossil's eye socket, then talk to Lunay to complete the task, receive 50 rupees, and trigger the 'Hebra Ancient Fossil'.

69 Decorate the painting at the East Akkala Stable

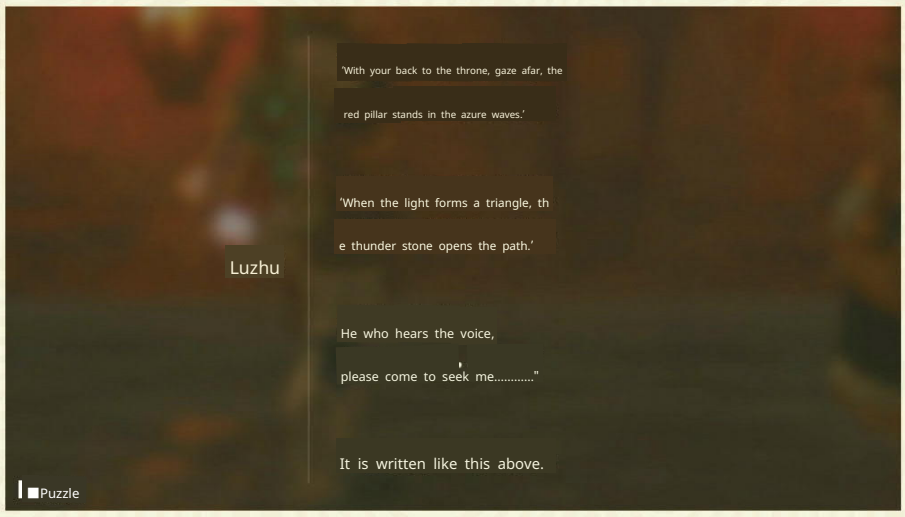
Location: East Akkala Stable	Client: Lissette

This task requires investigating the empty picture frame with a horse head image inside the stable after resolving at least one area's anomaly in the main storyline challenge. Players need to take a photo of the 'Octopus Monster in the Octopus Pond' and submit it to the requester.

You can meet the requirements at the octopus pond, then return to the stable to investigate the frame again or talk to Lissette, and show her the photo to complete the challenge, earning 1 stable point and a meat rice bowl. After the challenge ends, the photo taken by the player will be displayed at the client, as long as you come to the octopus pond frame on a rainy day, you can replace it with a photo of the same theme.

Next to it, take a photo from a high place showing the octopus shape | Replace.

Afterwards, we need to return to Gerudo Town and have two more conversations with Riju. She will ask us if we are ready for battle; choose 'Yes' to enter the cutscene. Next, we need to work with Riju to fend off the attack from Gibdo. The battle is basically the same as the one at the Kara Kara Bazaar; simply shoot when Gibdo spawns from the nest. It is important to note that you must shoot only when Riju's attack ranges covers the nest. This battle is not difficult; after it ends, Riju will instruct us to find her at the mural deep in the underground street hall. Upon reaching the mural and meeting Riju, we will have a conversation that presents us with a riddle, indicating where we need to go next.



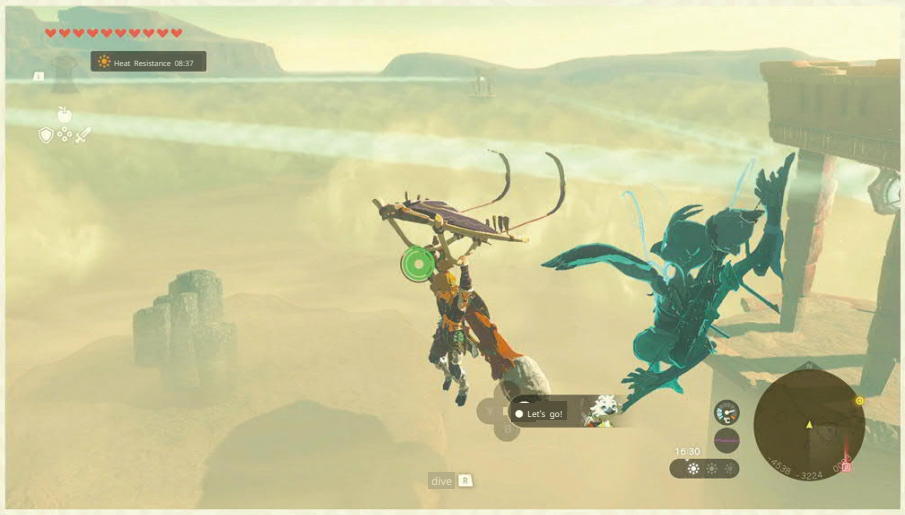
According to the hint, look at the back side of the throne in Gerudo Town, where you can see a huge tower-shaped building with three pillars. Next, we need to head there, as the mini-map will malfunction.

During the journey, be sure to always pay attention to your direction. Of course, you can also glide over directly from the temple high up in Gerudo Town using the glider.

Go.

Upon arrival, you will see a section on the ground that can be smashed. After smashing it, a beam of light will appear. Follow the direction indicated by the light to find the second building of the same shape. Nearby, there is a switch on a pillar that corresponds to the second beam of light.

After activating the switch, the second building will rise, receiving the light from the first building and refracting it, guiding us to the third building. If you lose your way along the way, you can ride the updraft to fly into the sky and check the map.



Upon reaching the top of the third building, I found that the switch here was missing a handle, which is located one level below. I need to use the floating stone here to transport the handle up. By using the Ultrahand to fix the handle and activate the mechanism, light will appear at the center of these three buildings.

Go to the light and investigate; Dew will also arrive. After talking to him, shoot an arrow at the object ahead to let lightning strike it, and then the Temple of Thunder will appear in front of you.

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Temple of Thunder

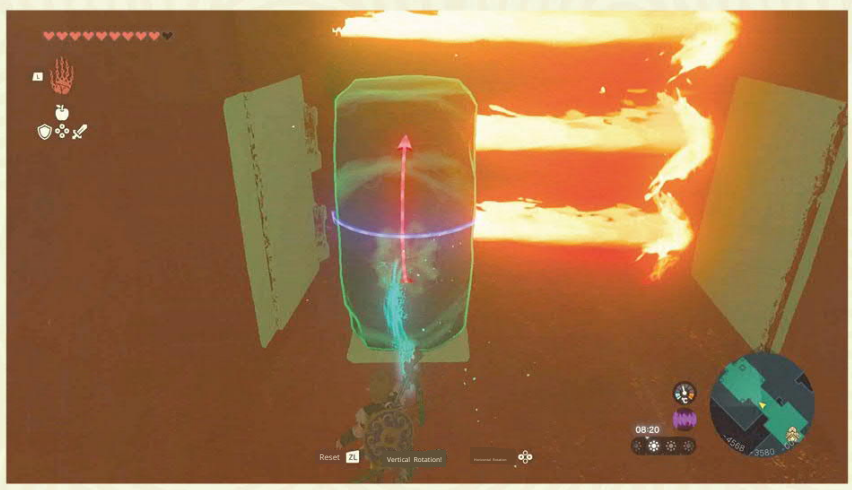
Using the ability of the dew, shoot an arrow at the purple glowing spot at the entrance of the Thunder Temple, and the BOSS, Queen Gibdo, will appear. Shooting the BOSS twice with the dew ability will cause it to become staggered.

After dealing some damage to the BOSS, it will escape into the temple. Next, we will also enter the temple to explore.

At the entrance of the shrine, there are many sand piles. Under the sand pile directly in front of the main door is a mechanism to open the door. Use a fan or the ability of the Chuchu to blow the sand away, step on the mechanism, and you will be able to open the shrine's main door.

Upon entering, you will find that this is the basement level of the temple. As you proceed, you will encounter a flame door blocking your path. Use the ultimate hand to grab the stones you find along the way to block the flames. Note that there is a stone here.

The differently colored stone slabs, when stepped on, will fall to the lower level along with the slab, where you can find a 【Gerudo Dagger】. Using the Rewind ability on the slab will allow you to return to the upper level.



After passing through the flame gate, step on the mechanism on the ground, and the door ahead will open, while the flame gate will extinguish. The path ahead will continuously have rolling fireballs; use the rewind ability to get through. Then step on the mechanism on the ground to continue forward. From here, we will encounter some enemies one after another, in addition to the golem sentinels that appear in the temple, there are also quite a few Gibdos in the Thunder Temple.

Continue upward to reach the Light Room. Here, you will see many sand piles; use wind to blow them away. Under the sand piles, you will find a mirror. Use the mirror to reflect the light from the center of the room onto the mechanism shown in the image below to open the door leading to the first floor of the Thunder Temple.

After entering the first floor, investigate the central interaction point to trigger a cutscene, after which we will need to find four batteries and charge them. First, head to the northeast corner of the first floor, where you can see a hole in the wall blocked by two stones. Use the Ultimate Hand to move the stones aside, then enter through the hole to find Battery No. 1. Use the ability of Dew to shoot an arrow at the battery to charge it.

Then return to the middle of the first floor, where you can see an updraft next to the stairs, but it is blocked by a stone. Move the stone away and ride the updraft to the fourth floor. Here, there are two constantly rotating mechanisms that need to be aligned using the reverse gravity technique so that the gaps of the two mechanisms match. After that, you can pass through.

Here, the hole in the wall ahead is also blocked by a stone. Use the ultimate hand to move it away, and a beam of light will shoot out towards the wall, illuminating the statue behind you, which will then open a door. After the door opens, wait a moment, and the light will reach a farther position, opening a new path.

Ride the updraft to the newly opened path, and use stones to block the two mechanisms ahead before proceeding. At the end, you will see a sand pile; blow it away to obtain a mirror, then jump down to the room below.

On the surface, you will see sand piles that can be blown away to reveal mirrors. It is important to note that you should not bring the mirrors from above down to the lower level.

Downstairs, you need to use the mirrors to reflect light and find the mechanism on the wall, but the wall here

The wall keeps rotating. You can insert the nearby 【stake】 into the wall to secure the surface.

After successfully shining light on the mechanism below, use the Ascend ability to return to the top, and reflect the light onto the mechanism using the mirror above (in the direction you came from) to open the door behind the mechanism and find Battery No. 2. Note that if you can't find the dewdrop at this time,

you can turn back and check the place where the mechanism is blocked by a stone, adjust the position of the stone, and the dew drop may refresh behind Link.

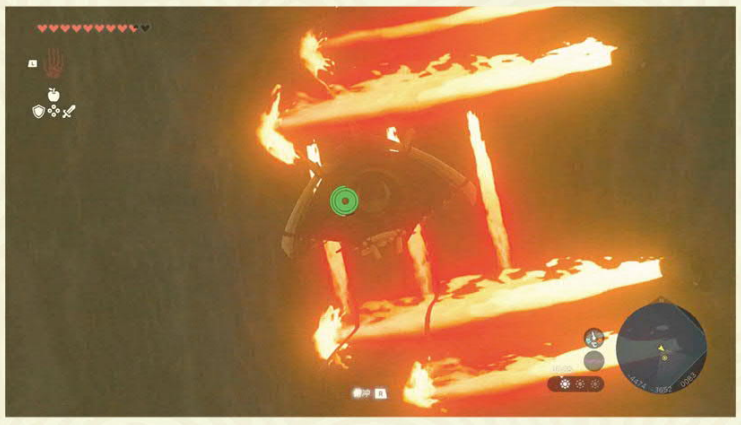
Return to the center of the temple and use the updraft to reach the 5th floor. On this floor, you can see a Guardian statue, and behind it, there is a light room that requires climbing the wall to enter. The location is somewhat inconspicuous.

Once inside, you will see light, stones, and mirrors. Use the Ultra hand to attach the mirror to the stone, reflecting the light from the entrance of the light room.

Then climb out of the light room and adjust the statue on the same floor to refract the light onto the mechanism on the second floor. Use the glider to reach the second floor, enter from the position of the statue, where there are multiple Gloom Guardians and Gibdo, as well as a nest that produces Gibdo. Due to the large number of enemies, this battle can be somewhat troublesome, but fortunately, the Gibdo move relatively slowly, allowing you to use the dew ability to eliminate them all at once when they gather together.

After defeating all the enemies, you will notice that there are many mirrors, panels, torches, and hot air balloons placed around the scene. This hints that players need to use the hot air balloons to lift the mirrors high, refracting the light onto the mechanism, which will then open the door to Battery No. 3.

After unlocking Battery No. 3, we need to return to the 5th floor and move the statue to refract the light onto the statue on the 6th floor. Use the updraft to reach the 6th floor, then enter the path behind the statue, where you need to glide through the flame mechanism all the way down to the bottom. After going down, you will see Battery No. 4, but Dewdrop cannot come in with us using the glider. You need to step on the mechanism at the entrance of the battery to open the big door, and then you can use Dewdrop's ability to charge the battery.

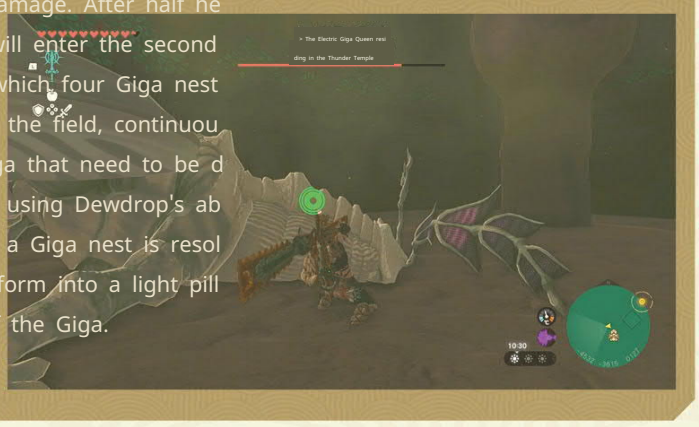


At this point, all four batteries are fully charged. Return to the central interaction point on the first floor of the shrine. Investigate to trigger a cutscene dialogue, then initiate the boss battle with Queen Ghibo.

BOSS Queen Ghibo

Before the battle, you can use leftover materials to build and face the Giga Queen. Contact with the light pillars will cause damage, so you can choose to stand in the light pillar and use a mirror to reflect light onto the Giga Queen. The strategy for the Giga Queen in the second phase is the same as before; use lightning to knock it down and then deal damage. Additionally, it is important to note that due to the dark tone of the entire scene, the character Dewdrop appears quite dim, making it difficult to locate her during the battle, especially after the BOSS enters the second phase, where numerous Giga appear, creating some chaos. We must always pay attention to Dewdrop's position to utilize her abilities effectively.

A mirror shield, though not essential. The BOSS's mechanics are basically the same as when we encountered it at the entrance of the Thunder Temple. Hitting it twice with Dewdrop's lightning will cause it to fall into a staggered state, allowing for full damage output. Before the BOSS falls into this staggered state, it is difficult to inflict damage with physical weapons, so the strategy is to look for opportunities to use Dewdrop's lightning to knock it down and then move in to deal damage. After half health, the BOSS will enter the second phase, during which four Giga nests will appear on the field, continuously spawning Giga that need to be dealt with quickly using Dewdrop's abilities. Each time a Giga nest is resolved, it will transform into a light pillar, regardless of the Giga.



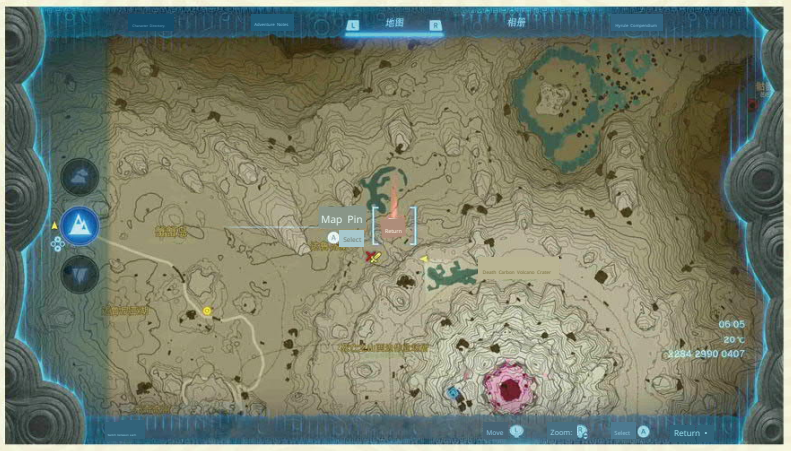
After defeating the Queen Gibdo, a cutscene will play, after which you will receive the important item [The Pact with the Sage of Lightning], allowing you to summon the Sage's avatar at any time and utilize her lightning abilities.

The main storyline challenge in [Gerudo Town's Sage] concludes here.

A-Yuan from Goron City

This main storyline challenge is the northeastern branch of the 'Investigate the Anomalies in the Four Regions.' Since the Orting area has volcanic terrain, some parts are very hot, requiring clothing or dishes with flame protection effects. Clothing with flame protection can be purchased at the clothing store in Goron City, but it is very expensive. Flame-resistant dishes need to be made using fireproof lizards / fireproof butterflies and monster materials.

The fireproof butterflies are still relatively common in the Orting area; you can catch them by sneaking up quietly. Additionally, to the northeast of Goron City, there are two lizard-shaped lakes that are quite recognizable. Between the two lizards, there is a lizard cave where you can find the 【Divine Beast Armor: Rudania】, which also provides fire protection. If you don't want to spend money on the fireproof clothing in Goron City, you might consider obtaining this equipment as soon as possible.



▲The cave is located at the red marker. Arriving at the northeastern marker of the 'Investigate the Anomalies in Area Four' will trigger a cutscene, revealing that the people here have become strange due to eating a stone called 'Delicious Rock.' After the cutscene, the main storyline challenge can be triggered.

【Ayu of Goron City】. Next, go to the location marked on the map, talk to the two small Goron tribe members at the entrance of Ayu's headquarters, then enter Ayu's headquarters to trigger a cutscene, followed by a boss battle with Ayu.

BOSS Ayu

This battle is very simple; we will enter a dazed state ourselves, and we can just walk over and attack. Each time we hit A-Yuan, a part of the mask on his head will break off. After three hits, the mask will be completely shattered, and the battle will end.

We need to attack A-Yuan three times to bring him back to consciousness. A-Yuan's only attack method is essentially a charge while curled into a ball, which can be avoided by running sideways. If he crashes into the edge of the platform,

After the battle, a cutscene plays, and Ah Yuan returns to normal. She will then teach the player how to use her abilities. Ah Yuan's ability is a fiery charge, and Link needs to guide the direction of the charge's release.

After using the charge to break through obstacles, leave the cave entrance. Next, we need to head to Death Mountain together with Ah Yuan.

Ride the rail car to Death Mountain, then start the boss battle by talking to Alva at the marked location.

BOSS Ilbakia

After the battle begins, we can reduce the BOSS's health by 1/3 while simultaneously seeing a wing integrated with a fan. Once hit, the battle will end. Note that fighting in the air requires us to pilot the wing up into the sky; during the flight, the BOSS will use Ah Yuan's ability to charge at the BOSS, spraying lava from its three heads. Be careful to dodge. For each successful hit on a head, we can

After the battle, the volcano's crater in Death Mountain will open, and Ayan will jump into the crater. We need to jump down together. After jumping down, we will enter the underground world. Once inside, remember to interact with the nearby Demon Root to light up the surrounding map.

Talk to Ayan; at this moment, he hears a voice calling to him. Next, we need to follow Ayan to find the source of the voice. Along the way, we will encounter many edible rocks blocking our path, which can be cleared using Ayan's charge.

Along the way, you will encounter many high-level Bokoblins. Be careful during battles here; do not take out bomb flowers, as they will explode immediately.

At a gathering place of Bokoblins, you will find railway tracks and mine carts. You can take the mine cart from here to progress (it's not mandatory; you can also take a detour).

Arrive at the main entrance of the large building, enter the cutscene, and discover that this is the Fire God Temple.

Use Alva's charge to break the delicious rock at the entrance, then begin the puzzle-solving in the Fire God Temple.

Goddess of Fire Temple

The interior of the Fire Temple is complex, with a five-level structure surrounded by multiple tracks, making it easy to get lost. Additionally, due to the large amount of smoke and particle effects, the frame rate inside the temple fluctuates significantly. Considering these two points, it is easy to become disoriented and unable to find the correct path in the Fire Temple. If you often lose your way, you can enable the option 'Mini-map fixed to north' in the settings, so the mini-map in the lower right corner will always keep the top facing up.

North down south.

After entering the map, a cutscene will trigger. Once the animation ends, investigate the interaction point on the right side and discover that the path is locked by five locks. Next, we need to find the switches for these five locks. First, turn around and head southeast; you will see a Guardian Golem. The path behind the Guardian Golem is filled with lava, so you need to use the water spout to spray stone slabs onto the surface of the lava and walk across the slabs.

After passing through the lava, I saw a track ahead, and there happened to be a minecart equipped with a fan nearby. I got into the minecart and hit the fan. Once the minecart started, I noticed a reporter ahead (changing the track).

Use Ayan's powerful charge to hit the switch device. If you accidentally miss it, don't worry; if you don't hit the switch, this track is circular.

After the minecart arrives, get off and walk forward to find a Flame Like on the wall. Use a Water Fruit or a Water Spout to extinguish the flames on it, expo sing its weakness. After defeating the Flame Like, you will find a spot blocked by a C huchu Jelly, separated from us by a river of lava. Use a Water Spout to create a ston e slab to pave a path, then use Aonuma's ability to smash the Chuchu Jelly to find S witch 1. Use Aonuma's ability to hit the switch. Note that if Aonuma did not come wi th Link into the room with the switch but is standing outside, it may be because the path made by the stone slab is not very even; just make a slight adjustment.

Path, then use Aonuma's ability to smas h the Chuchu Jelly to find Switch 1. Use Aonuma's ability to hit the switch. Note that if Aonuma did not come with Link into the room with the switch but is st anding outside, it may be because the p ath made by the stone slab is not very even; just make a slight adjustment.

After arriving at the destination, get off and yo u will see two small flame stone creatures. Defeat the m using blunt weapons. You will find that on the plat form you are currently on, besides the track you cam e from, there is another track to the west.

Place the minecart on the track to the west, hit the m echanism in front of this track as shown in the image below, then get in the minecart and hit the fan.

After unlocking switch number 1, return to the location where you just got off the minecart, hit the mechanism shown in the image below, sit in the mi necart, hit the fan, and continue forward. There is a delicious rock blocking the track ahead, use Ayan's

Charge to clear the way, and then you will encounter golem sentinels attacking us whil e sitting in minecarts. Since both minecarts are in motion, you need to calculate the l ead when shooting with a bow and arrow.

After arriving at the destination and getting off, you will find that there is lava ahead, and you need to use a water spout to douse the stone slab to pass through.

Arriving at the other side of the lava, there is a very strong Golem Guardian here, but it is facing away from me.

We can launch a sneak attack first. After defeating the Golem Guardian, t he number 2 switch is right ahead.

Before the minecart reaches its destination, you will see a switch. At this point, do not touch it yet. After reaching the dest ination, the next action requires you to hit the switch next to the minecart to change its direction. It is advisable to first

turn off the minecart's fan to avoid the situ ation where the cart leaves before you have boarded. After changing direction, get on t he minecart and head back, using Ayan to hit the switch you encountered earlier.

After unlocking switch number 2, return to the location where you just disembarked and draw your bow to shoot at the track opposite. If the distance is not calculated accurately, you can attach a bat's wings to the arrow.

After hitting the mechanism, the track in front of you will rise, allowing you to take the minecart to the 3rd floor of the temple. The 3rd floor is a relatively large platform, where there is a guardian golem, and there are several Zonai devices nearby (some of which will be needed later). Rocket). When you reach the southwest corner of the platform, you will find a broken track here. You can attach the rocket to the minecart to allow it to fly directly over the broken track.

Use the rocket minecart to reach the 4th floor of the temple, and first deal with the nearby Guardian Golems. Go to the position shown in the image below and assemble the broken board. Once lifted, you will see a piece of ore on the ceiling. The assembled board can provide a launch angle for A-Yuan's charge to smash the ore on the ceiling.

After smashing the ceiling with a delicious rock, a block will fall down. Stand on the block and use the reverse mechanism to reach the 5th floor, where you can find switch number 3.

After unlocking switch number 3, go to the northeast corner of the 5th-floor platform. Looking north, you can see the 3rd-floor platform. You can directly glide to the 3rd-floor platform using the glider.

Go to the position shown in the image below on the 3rd floor platform, where there are two adjacent mechanisms; you only need to strike the one on the right once.

Sit on the track on the right side of the mechanism, hit the fan, and then you will find that we are on a circular track. When we reach the position shown in the image below, (there is a minecart parked nearby, which is easy to recognize), jump down from the minecart.

At this moment, we can see that the switch number 4 is right in front of us, but the position of the switch is very high. Facing the switch, there is a delicious rock on our right side. After smashing it with Ayuan, there is something inside.

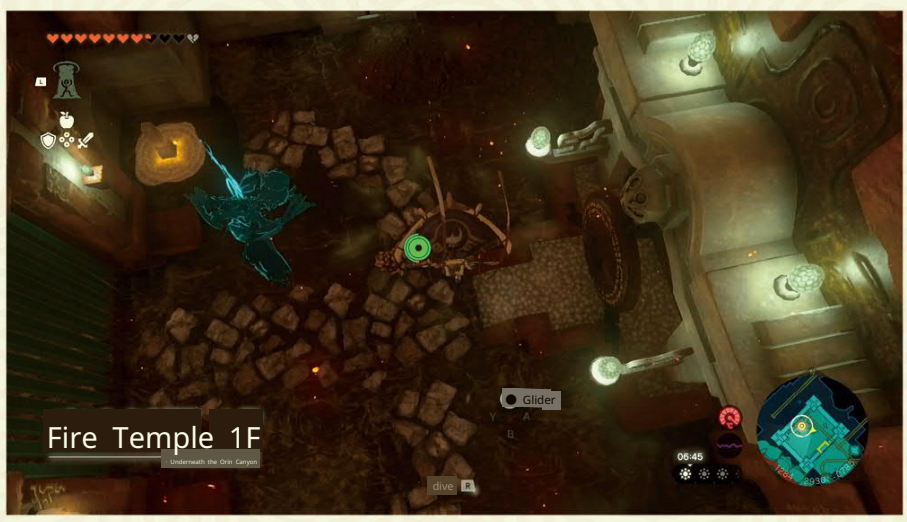
A water faucet. Use the stone slab created by the faucet to form a ramp aimed at the No. 4 mechanism, giving Ah Yuan an angle for launch to hit the No. 4 mechanism.

After unlocking switch number 4, move the ramp we just built behind us; there is also a delicious rock that can only be hit with a ramp.

Break the delicious rock to discover a path behind it, then use the glider and the wind from the Korok to get across.

Through the hole in the ground, you can jump all the way to the first floor, where you can find switch number 5.

Note that you need to hit the mechanism at the entrance of switch number 5 to open the door before Ayu can enter.



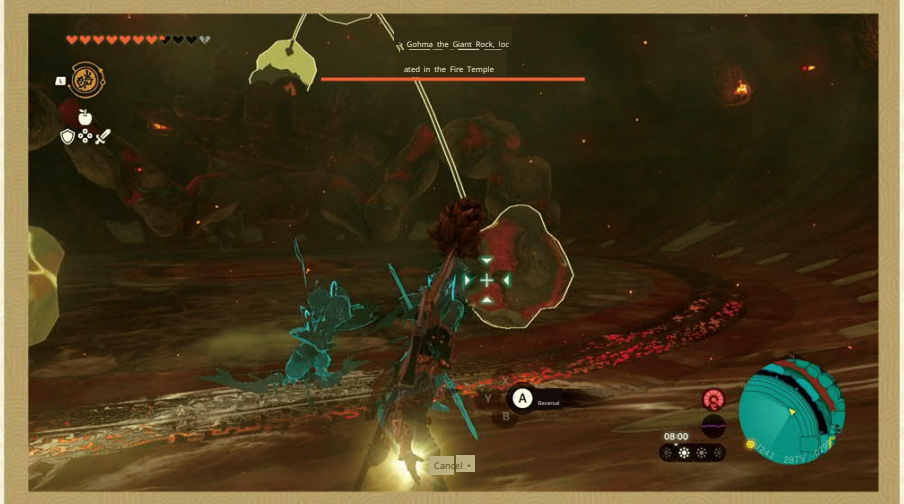
After unlocking the No. 5 switch, return to the interaction point on the first floor of the temple, open the door that was previously locked by five locks, and upon entering, you will find edible rock on the ceiling. The walls here are all at an angle.

Use Ah Yuan's powerful charge on the edible rock on the ceiling to trigger a cutscene, which will then initiate the boss battle with the giant Goma.

BOSS

Gohma the Giant Rock

The BOSS has four legs made of rock. When it throws the explosive rock bombs, it will toss them to surround Link with a circle of bombs. After being surrounded by bombs, Link can use the Reverse Time ability on any bomb to escape the encirclement. At this stage, you need to find opportunities to have Gohma throw the explosive rock bombs, and you can use Reverse Time on the bombs to send them back to the BOSS. Successfully hitting the BOSS will cause it to fall after its health drops below half, and you can then climb onto its back to attack its eye.



After defeating the giant rock Goma, enter the cutscene, and you will receive the important item [The Pact with the Fire Sage Ayan], which allows you to summon at any time.

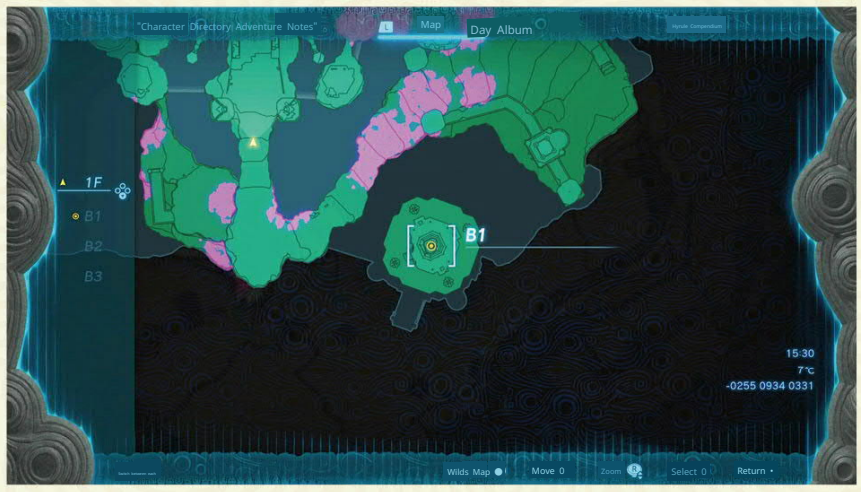
Ayu's clone, and use its charging ability. 【Ayu in Goron City】 The main storyline challenge ends here.

The anomaly of Hyrule Castle

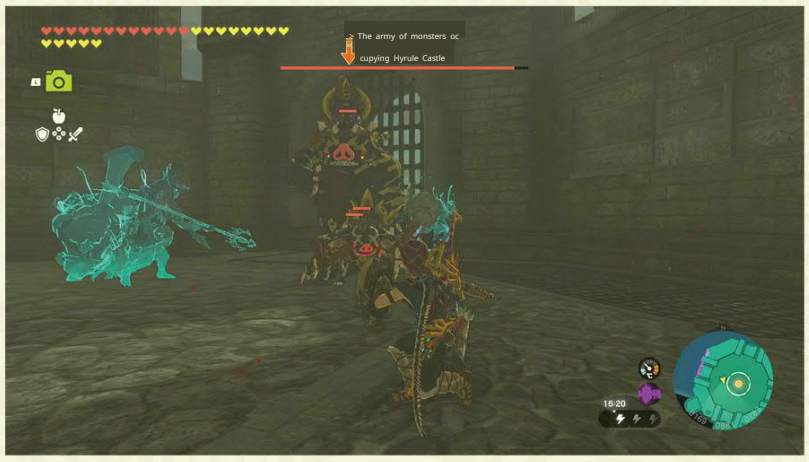
After completing the 'Investigate the Anomalies in Four Regions' quest, return to the Watchtower and talk to Purah. You will discover a vision of Zelda appearing inside Hyrule Castle, and you will need to head to Hyrule Castle to search for Zelda. Hyrule Castle is floating.

In the air, you can enter the watchtower to monitor the fortress.

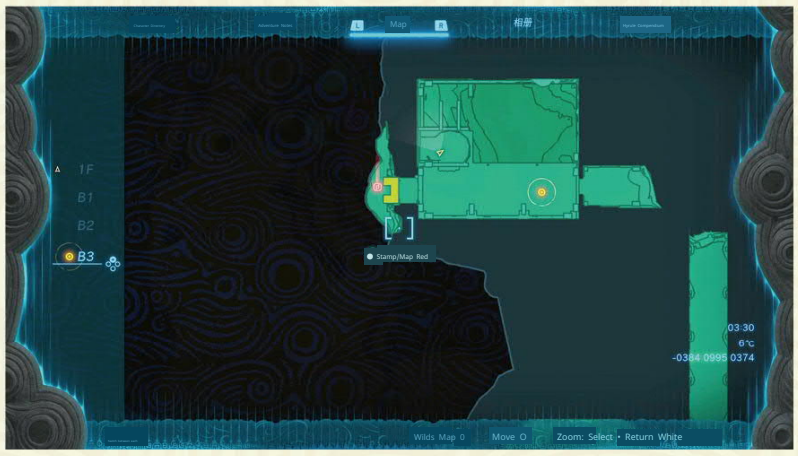
Upon arriving at Hyrule Castle, you will hear Zelda's call, and a marker will appear on the map.



After reaching the target location, Zelda in the area will disappear, and a Boss Bokoblin along with three regular Bokoblins will appear. After the battle, a new target point will appear, and this will happen multiple times. Each time you catch up to Zelda, she will disappear, and a group of monsters will appear. The second time, a Black Lynel and three regular Lynels will appear. Chuchus of the same element; on the third encounter, multiple Gibdos will appear, so remember to use elemental weapons; on the fourth encounter, three Fire Lizalfos warriors will appear; on the fifth encounter, two Ice Keese and one Silver Moblin will appear; on the sixth encounter, three Electric Lizalfos will appear.



It is worth mentioning that although the terrain of the castle seems complex, it is actually easy to find the target point as long as you understand two points. The first is to make good use of the Ascend ability to reach higher levels, and the second is to mark on the map. Make sure to note the entrance of the target area (the map marker is a yellow '[' shape), and simply glide to the entrance using the glider.



As we clear out the monsters, Zelda's voice echoes again, indicating that we need to head to the main hall on the first floor of the castle. Upon reaching the main hall, a cutscene will trigger. Then, the battle with Phantom Ganon will begin.

BOSS

Phantom Ganon

This battle is somewhat challenging. The main body will continuously release miasma, and if you come into contact with it, it will reduce your maximum hearts. You can interrupt the BOSS's miasma release by shooting it with arrows. Additionally, in the second phase, Phantom Ganon will switch between different weapons to attack the player, including spears, one-handed swords, two-handed swords, and bows. If the player defeats a clone of Phantom Ganon, the weapon in its hand will drop, and we can use it. However, using weapons dropped by Phantom Ganon will be eroded by the miasma, reducing your maximum hearts.

Phantom Ganon has high health and attack power, but relatively speaking, the various attack movements of Phantom Ganon are quite clear. Including the main body, there are a total of 5 clones of Phantom Ganon. Dealing damage to any clone will reduce its health. In addition to sharing the BOSS's health bar, each clone also has its own independent health. If enough damage is dealt, that clone will disappear. After defeating all 5 clones, the BOSS will be at half health and enter the second phase. At this point, the BOSS will again transform into multiple clones.

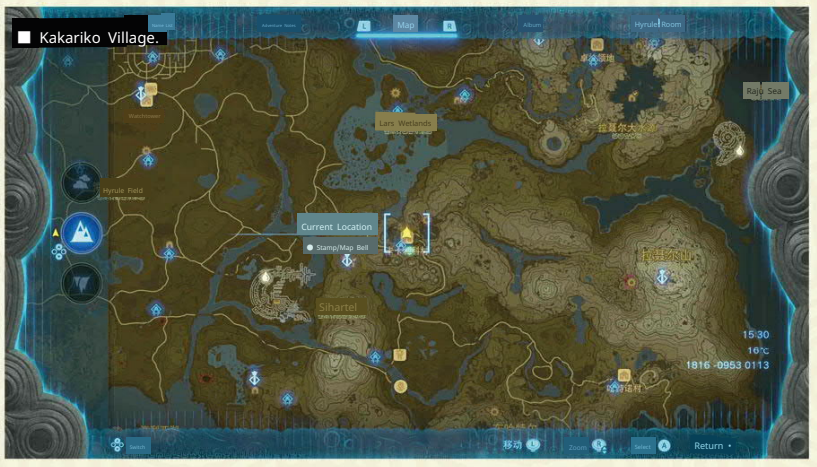
After defeating Phantom Ganon, a cutscene is triggered. We then need to return to the Watchtower to explain the situation to Purah, only to discover that one sage is still missing. After the conversation ends, 【Hyrule Castle

The main storyline challenge of the "Transformation of the Fortress" has temporarily come to a pause, but it is not yet complete, while simultaneously unlocking a new main storyline challenge: "Searching for the Fifth Sage."

The secret of the Ring Ruins.

To complete [Finding the Fifth Sage], you must first finish [The Secret of the Ring Ruins]. Challenge [The Secret of the Ring Ruins]. Go to Kakariko located southeast of the Watchtower.

Talk to the village chief, Paya, to trigger the main storyline.

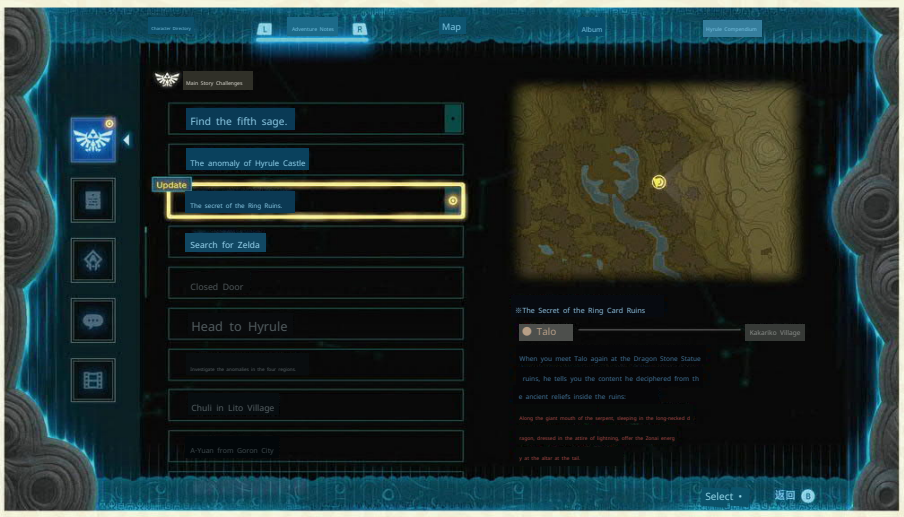


Use the Ascend ability to enter the interior of the Ringka Ruins, and take a photo of the text inside the ruins with the camera.

Return to Paya and talk to her to trigger the storyline.

Next, we need to head to the Birdwatch Tower at the Bubble Heights (southwest of Kakariko Village) and talk to the NPC next to the tower to learn that Tauro will start his investigation around Kazul Lake. We need to meet up with him. When we arrive at Kazul Lake, we can find a campfire nearby.

There is a note left by Tauro, and reading the note reveals that he is in the nearby ruins. Entering the ruins, you can find Tauro, and there is also a treasure chest nearby. From the chest, you can obtain the Thunder Armor. After equipping the Thunder Armor, talk to Tauro to receive a puzzle.



According to the puzzle, we need to gather the Thunder Armor set. We have already found the top of the Thunder Armor inside the ruins. After leaving the ruins, turn left and proceed along the shore of Lake Kazu, where you can find two glowing caves, which contain the clothing and headpiece.

After leaving the ruins, turn left and proceed along the shore of Lake Kazu, where you can find two glowing caves, which contain the clothing and headpiece.

After picking up the Thunderlight set, continue along the lakeshore until you reach the end of Lake Kazlilou, where you can find the third glowing cave. Enter the cave,

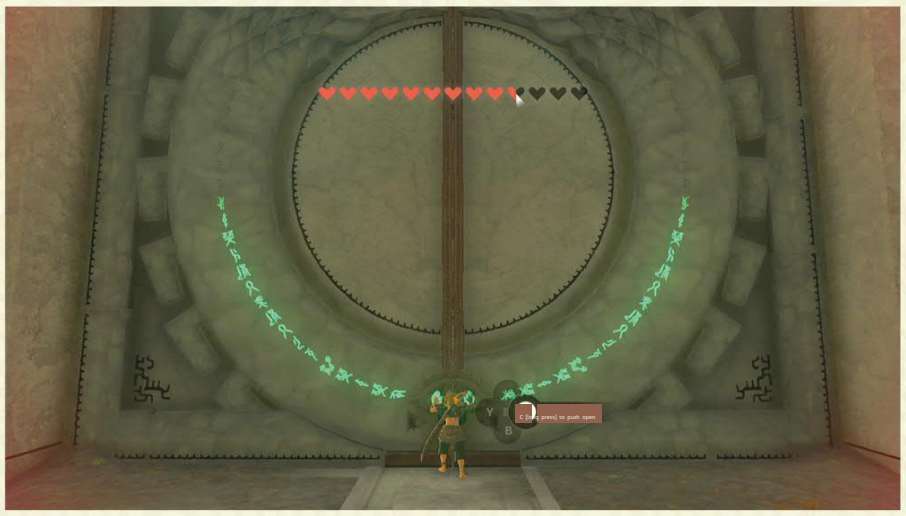
Place a Zonai Charge on the altar to enter the cutscene.

After the animation ends, a new sky island (Thunder Island) rises in the sky. Opening the map reveals that this Thunder Island resembles a dragon.

The shape allows you to fly from the bubble-lifted bird's perch to the tail of the dragon. After reaching the island, use the Ascend ability to slowly move towards the position of the dragon's head.

Upon reaching the dragon's head, you will see a temple with a large door in front of the deity. This door is similar to the back door of the initial sky island's shrine.

During the process of pushing the door, you will continuously lose health. To open the door, you need at least 10 hearts.



After pushing open the large door, a mask can be seen. Interacting with it triggers a cutscene. After the animation ends, the mask will guide to a location.

The main storyline challenge 【The Secret of the Ring Card Ruins】 ends here, unlocking a new main storyline challenge 【Guidance from the Ancients】.

Guidance from the Ancients

We need to transport the mask discovered in the main storyline challenge above to the location it indicates. There are many methods of transportation, the most basic solution is

Use the nearby Zonai device to create an aircraft for transportation.

After delivering the mask to the designated location, a tunnel will open, allowing you to continue transporting the mask into the depths.

This will trigger a cutscene, after which we will arrive in the underground world.

Prioritize lighting up the nearby Demon Root, then continue transporting the masks. Place the masks into the stone statue ahead to trigger a cutscene. Next, you need to visit four workshops to create the possessed body.

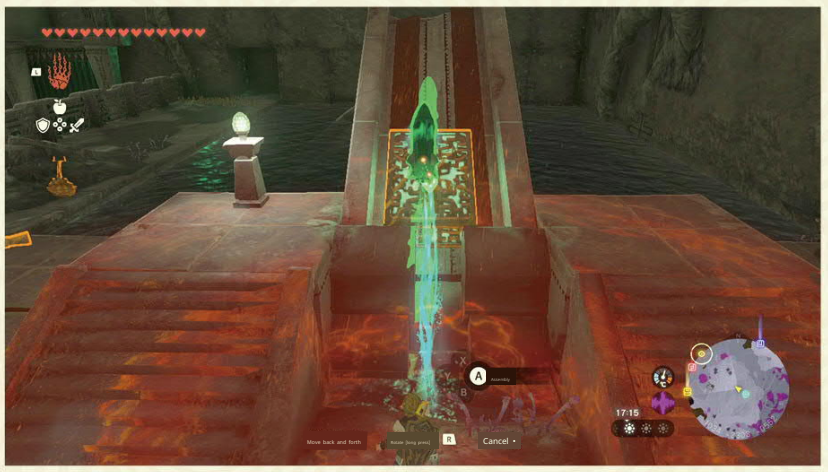
The so-called workshops are four nearby caves emitting green light, and their specific locations are shown in the image below.

Golem Manufacturing Room

The puzzle here requires finding parts in four workshops and figuring out how to transport the parts out to the golem to install them.

Go to the green marker (left leg workshop), obtain the left leg part and place it on the nearby rocket elevator to launch the part upstairs.

Adjust the angle of the second-floor track and launch it using a rocket attached to the parts. Leave the workshop and install all the parts you brought out onto the golem.



Arrive at the yellow marker (left arm workshop), obtain the left arm part, then hit the nearby tire to open the door. You need to transport the part across the lava; you can remove the tire from the door.

Attach it to the part. Later, you will encounter another door; attach the tire to the door to open it, allowing you to take the part out and attach it to the golem.

Arrive at the red marker point (Right Arm Workshop), obtain the right arm part, and place it on the nearby conveyor belt to send it to the second floor.

There is an electrified path ahead. If you have insulated clothing, you can stand on it directly to transport parts. If not, you can attach wheels.

Send the parts over. After that, you can deliver the parts to the golem.

The workshop at the last blue marker (right foot workshop) is located at a higher elevation, so it is recommended to fly over from nearby

the Broken Demon Root. After obtaining the right foot parts, first use the nearby fan elevator to reach the upper level.

Then assemble the fan, part, and slide rail together, transport them outside, and be careful not to block the opening of the slide rail.

A fan elevator will appear ahead; use it to send the parts to the upper level, and then use the nearby Zonai.

If the device is made into an airplane, it can transport parts to the golem's side.

After installing all the parts on the golem, a cutscene will play, and then Link will gain the ability of the Minoru Golem, while a new target point will also appear on the map. We need to head there to obtain the Soul Secret Stone. Upon arriving at the marked location, we find that this place

For the Shrine of Souls. The entrance to the shrine is broken, and it is necessary to equip the nearby rockets onto the golem in order for the golem to pass. After entering the Shrine of Souls, a cutscene will trigger, followed by a boss battle with the stolen golem.

BOSS

The stolen golem

During the battle with the BOSS, the ground will be filled with miasma, and we need to drive the golem to fight. Both the BOSS and our own movements are slow; as soon as we see the BOSS raise its hand, we should immediately defend. After blocking the attack, the BOSS will be staggered, providing an opportunity for a counterattack. Although the damage dealt by the player is low, continuous attacks can push the BOSS back. If the BOSS collides with the edge of the scene, it will be...

Deal significant damage to it. Additionally, if you equip a fire dragon head on the golem's hand, as long as it burns the BOSS, the BOSS will experience a large stagger. When the BOSS reaches half health, it will enter the second phase, gaining some aerial attack moves, but the overall strategy remains unchanged; you still want to push it towards the edge of the scene. After repeating this several times, you can easily defeat the BOSS.

After defeating the Gloom Golem, go forward to pick up the Secret Stone, triggering a cutscene. After the animation ends, you will receive the important item 【The Pact with the Sage Minoru】, which allows you to summon Minoru at any time.

The guidance from the ancients ends here, simultaneously unlocking a new main storyline challenge 【The Clue of the Master Sword】.

Find the fifth sage.

After completing the main storyline challenge [Guidance from the Ancients], return to the Watchtower and talk to Purah to simultaneously complete [Finding the Fifth]

The main storyline challenges of 【The Sage】 and 【The Anomaly of Hyrule Castle】

Clues to the Master Sword

First, we need to monitor the Korok Forest to the north of the fortress in search of the Deku Tree. The Korok Forest is shrouded in thick fog, and we can enter from underground. First, find the deep pit shown in the image below and jump in.

Once underground, head northwest to find the Root of the Lazinosa, and then use the Ascend ability nearby to enter the Korok Forest.

After entering the Korok Forest, first interact with the nearby shrine to activate the teleportation here.

Points. There are many Koroks here, but they do not speak. Continue to the tree hole ahead, and

Currently, there is a deep pit (the Deku Tree Elder's pit) from which miasma is continuously emerging. After jumping down, you will find a miasma hand below; it is recommended to use a Bomb Flower to defeat it directly. After defeating the Bomb Flower, the next phase will begin.

The boss battle with Phantom Ganon is basically the same as the one encountered in Hyrule Castle, but he will not summon clones.

After defeating Phantom Ganon, Klog tells us that the Deku Tree Elder is waiting for us. Teleport to the temple we interacted with earlier in the forest, approach the Deku Tree Elder to talk, triggering a cutscene where the Deku Tree Elder will mark the location of the Master Sword on our map.

[Clue to the Master Sword] The main storyline challenge ends here, while unlocking a new main storyline challenge: [The Lost Hero's Sword].

The Lost Hero's Sword

At this moment, we already know that the Master Sword is on the White Dragon. The next step is to find a way to get onto the back of the White Dragon. The White Dragon flies around the Tears of the Dragon on the map.

Once we find the dragon's location and teleport to the appropriate sky island, we can use the glider to fly onto the back of the white dragon.

Unlike drawing the Master Sword in 'Breath of the Wild', in this game, drawing the Master Sword will continuously consume stamina, requiring at least two full circles of stamina.

pull out the Master Sword. After pulling out the sword, a cutscene will play, and the main storyline challenge, 【The Lost Hero's Sword】, will come to an end.

Defeat Ganon

After obtaining the Master Sword, return to the Watchtower and talk to Purah to unlock the final main storyline challenge, [Defeat Ganondorf]. Next, we will head to the underground world to confront the game's final boss. It is strongly recommended to prepare some dishes that resist the miasma near the pot before setting off. Arriving at Hyrule Castle, from Hyrule...

Jumping into the deep pit of the castle leads to the underground world, where you will first encounter several Electric Lizalfos. Descending in the direction of the Electric Lizalfos, you will encounter many small monsters along the way. If you are hit carelessly, your hearts will turn gray. Upon encountering a Lynel, you may notice a spot in the scene where you can use Ascend.

It may seem like there is no path after going up, but as long as you move forward, the floor will fall away, revealing a new path. Use the reverse ability on the falling stones from the sky to reach the upper level.

Continue forward, and we find ourselves in the ruins where we explore with Zelda during the prologue. Upon reaching the deepest part, a cutscene will trigger.

Then, we will begin the boss battle against the forces of the Demon King Ganondorf.

BOSS

The forces of the Demon King Ganondorf

Although it is called a boss battle, in reality, it is a series of encounters. Remember to use elemental weapons, as we first face waves of Bokoblins, followed by groups of Moblins. This battle involves the five sages who will assist in combat. While it is not particularly difficult, you must be cautious as being hit by monsters will cause your health to decrease. The first phase consists of numerous Bokoblins, including a Bokoblin Leader, the second phase features groups of Lizalfos, and the third phase involves swarms of enemies. Therefore, it is important to manage your resources carefully, as consuming too much restorative food here will affect the later battle with Ganondorf.

Ahead, you will encounter several frozen Lynels and bats; be cautious, as being attacked by enemies will turn your hearts gray. Continue down the path, and you will find that the power of the sages can no longer be used; from here on, we can only rely on our own strength.

Advance a little further, and you will discover a miasma hand. Defeating it will also summon a phantom Ganondorf, similar to the one encountered earlier in the depths of the Deku Tree Elder.

After defeating Phantom Ganon, build a landing point on the miasma on the north side of the scene using any method, and then use the Ascend ability while standing on it to reach the upper level.

After defeating the forces of the Demon King Ganondorf, a cutscene will play where the bosses encountered in various shrines will reappear. The sages will help us fend them off (if we have not completed the main storyline challenges corresponding to these bosses, we will need to deal with them ourselves here).

BOSS). After that, we will be given a moment to catch our breath. If we are low on cooked meals, we can take out the portable pot at this time to prepare some dishes. Once we are ready, we can proceed forward, which will trigger the boss battle with the Demon King Ganondorf.

BOSS

Ganon

This boss battle is divided into three phases, with the second and third phases sharing a health bar. It is important to note that if you attack the boss while it is in a free state (i.e., not in the middle of an attack animation), there is a chance the boss will trigger Link's time, taking the opportunity to distance itself from Link and execute a charge attack with either a horizontal swing or a vertical slash.

The first stage boss will use a single attack.

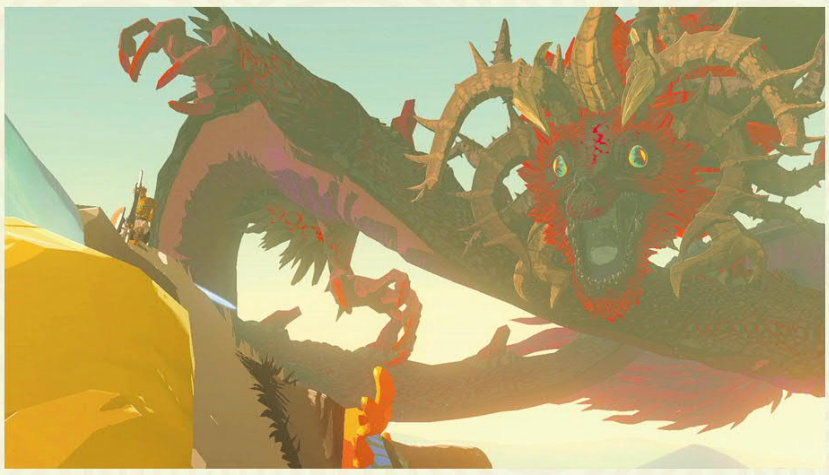
There are four types of weapons: one-handed swords, two-handed swords, spears, and bows, each with different attack methods. The one-handed sword is the weapon most commonly used by bosses, with the primary attack method being a horizontal swing. If you press the back jump button at the moment you see the boss swing their weapon, you can trigger Link's time. The boss's horizontal swing may sometimes continue to chase, with a maximum of three consecutive strikes. In the one-handed sword state, the boss will also use a charge attack, rushing towards Link.

Pause briefly, then swing the sword; you need to get familiar with the rhythm. This charge attack has two variations, so pay close attention to the BOSS's right hand position when it charges at Link. If the hand is raised above the head, it will strike vertically; if it extends horizontally, it will strike horizontally (the BOSS's counterattack after triggering Link Time is also this move). In one-handed sword mode, there is also a 360-degree spinning attack. Although it can trigger Link Time if timed correctly, this move will generate miasma on the ground afterward. If you fail to trigger Link Time, it is not recommended to continue the pursuit. In two-handed sword mode, the BOSS has fewer moves, mainly focusing on jumping slashes and horizontal swings. You can dodge the jumping slash with a side jump to trigger Link Time, while the horizontal swing can be countered with a back jump to trigger Link Time. Additionally, in two-handed sword mode, the BOSS will slam the weapon into the ground, generating a large amount of miasma. During this time, an updraft will appear, allowing you to use the glider to leave the ground and land once the miasma dissipates. In spear mode, most of the BOSS's actions require side jumps to trigger Link Time, and it rarely uses horizontal swing-type moves. Finally, in bow and arrow mode, the BOSS will generally only use it when Link is at a considerable distance. After shooting three arrows, it will quickly switch to another mode.

After depleting the BOSS's health bar, enter

After a cutscene, the second phase of the battle begins, and the BOSS reveals a new health bar. At the start of the battle, the BOSS will summon four clones, making reckless attacks very dangerous. However, if we wait a moment, Qiuli, Ayuan, Xido, Luzhu, and Minelu will come to our aid; the first four will hold off the four clones while Minelu will attack the main body with us. In this phase, the BOSS's attack patterns are largely the same as in the first phase, and the handling methods are also similar. When the BOSS reaches half health, a cutscene will trigger, and all five champions will lose their combat abilities, leading to the third phase where the BOSS faces Link in a one-on-one duel. In this phase, the BOSS will use new moves, and it is crucial to note that when we trigger Link's time and use a charge attack, the BOSS will also jump back to evade our attack and trigger Link's time, subsequently using a horizontal or vertical charge attack. Additionally, the BOSS has several new moves that summon toxic waves; if touched by these toxic waves, the maximum hearts will be directly reduced (not grayed out, but completely disappear), and cooking cannot restore health. The main output method in this phase is to accurately evade the BOSS's charge attacks after Link's time and follow up with counterattacks; once mastered, the difficulty is not high.

After depleting the boss's health bar, a cutscene is triggered where Ganondorf transforms into a black dragon, initiating a new boss battle.



BOSS

Black Dragon

This battle takes place entirely in the sky, with the White Dragon coming to assist us. Both the Black Dragon and the White Dragon circle in the sky; when the player stands on the White Dragon, it will fly above the Black Dragon; when the player stands on the Black Dragon, the White Dragon will fly below it. While standing on the White Dragon, we can look for the right moment to jump onto the Black Dragon. The Black Dragon has several glowing 'eyes' on its body; attacking these eyes will reduce the BOSS's health. Each time we destroy an eye, the Black Dragon will throw us off its back, while the White Dragon will be below the Black Dragon.

The dragon will catch the player and begin to fly upwards, reaching above the black dragon. We just need to find the next eye's position and jump down again. The black dragon's attack method consists only of continuously firing barrage-like toxic projectiles at the player. Its flying speed is very slow, and by slightly adjusting direction while jumping onto the black dragon or using the glider, we can easily dodge. After breaking four eyes, the game screen will darken, and a glowing point will appear above the black dragon's head. Attack the glowing point to defeat the BOSS.

After defeating the Black Dragon, a cutscene will trigger, and there will be a small amount of operations based on the game prompts.

The main storyline challenge ends here. After returning to the main menu and re-entering the game, the game will resume.

Before the 【Defeat Ganondorf】, a star-shaped marker will appear on the save file. After that, we can see the game's completion status in the map menu, where the total and completed numbers for main storyline challenges, plot challenges, shrine challenges, and mini challenges will be displayed.

TIPS

If all main storyline challenges, including the 'Tears of the Dragon,' are completed, there will be an additional animation at the end of the game.

CHAPTER 5

Goddess Strategy

Guide to All 152 Shrines

Overview of Shrines

For those who have played 'Breath of the Wild', you should be very familiar with shrines. In this game, the shrines are called the Demon King's Shrines, and there are a total of 152. Among them, there are 32 in the sky world and 120 in the ground world.

After obtaining the four main abilities and the glider early in the game, you can access all the shrines. However, since there are many combat segments in the shrines, especially with the addition of the new series of trials where you cannot inherit equipment, having a higher maximum health and stamina (especially health) will make the shrines easier.

The 120 shrines on the ground, along with those underground

The 120 Demon Roots correspond one-to-one, meaning that above each Demon Root, there is a corresponding surface shrine, and vice versa. Moreover, the names of the corresponding shrines and Demon Roots are always opposites. For example, if a shrine is called Tadalok'en, then the corresponding Demon Root must be called Enkroladat. Therefore, whether using shrines to find undiscovered Demon Roots or using Demon Roots to find undiscovered shrines, both methods are feasible. However, the surface environment is much more complex than the underground, and some shrines require completing shrine challenges to appear, so this method is not infallible.

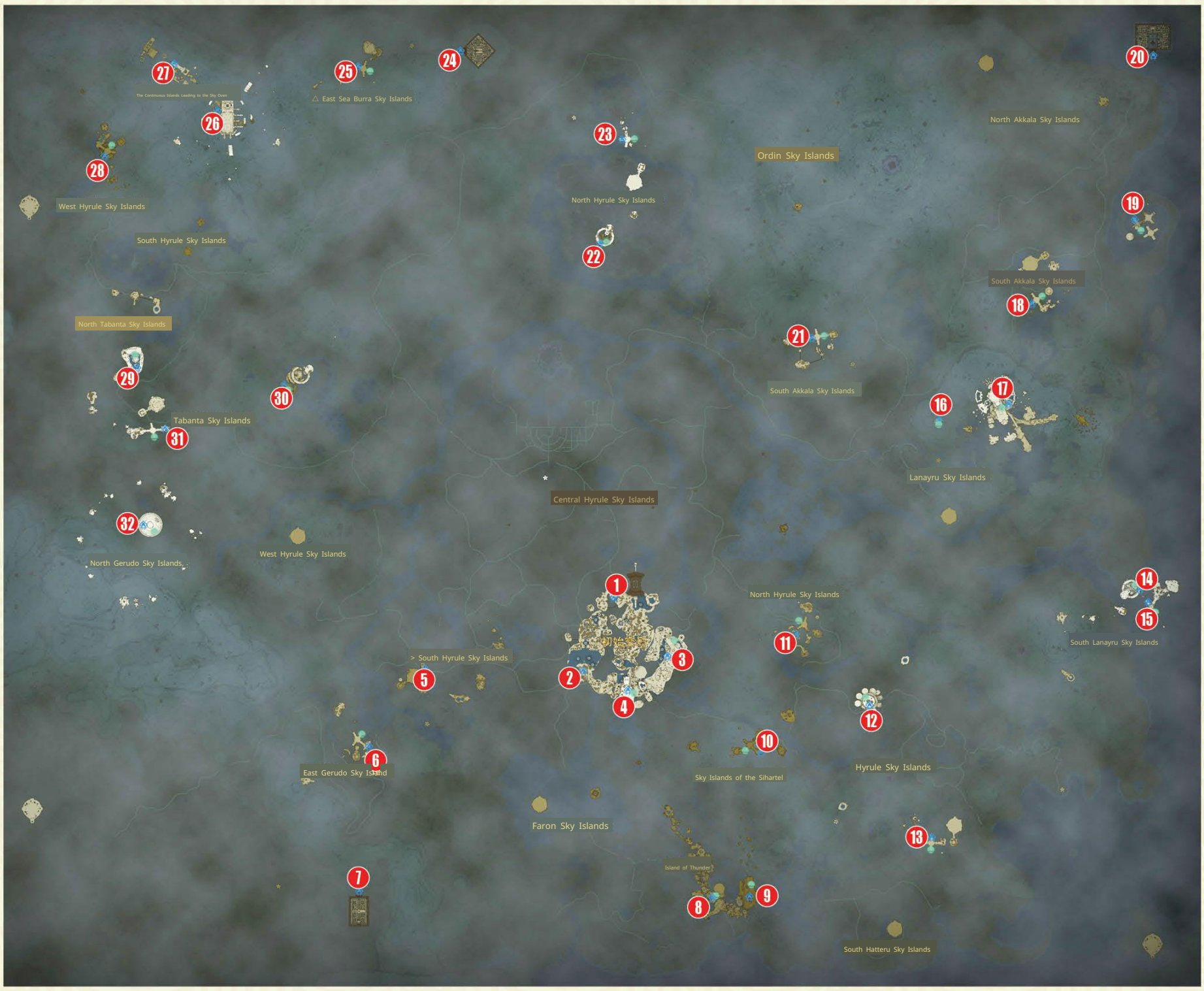
There are a total of 31 shrine challenges in this game. The shrine challenges this time mainly involve finding crystals and returning them to the shrine for it to function normally, so most shrine challenges will not be missed. Like in 'Breath of the Wild', the rewards from the shrines are still items used to increase heart and stamina limits, called Blessing Lights. For every 4 Blessing Lights collected, players can choose to increase either their heart or stamina limit once at the Goddess Statue.

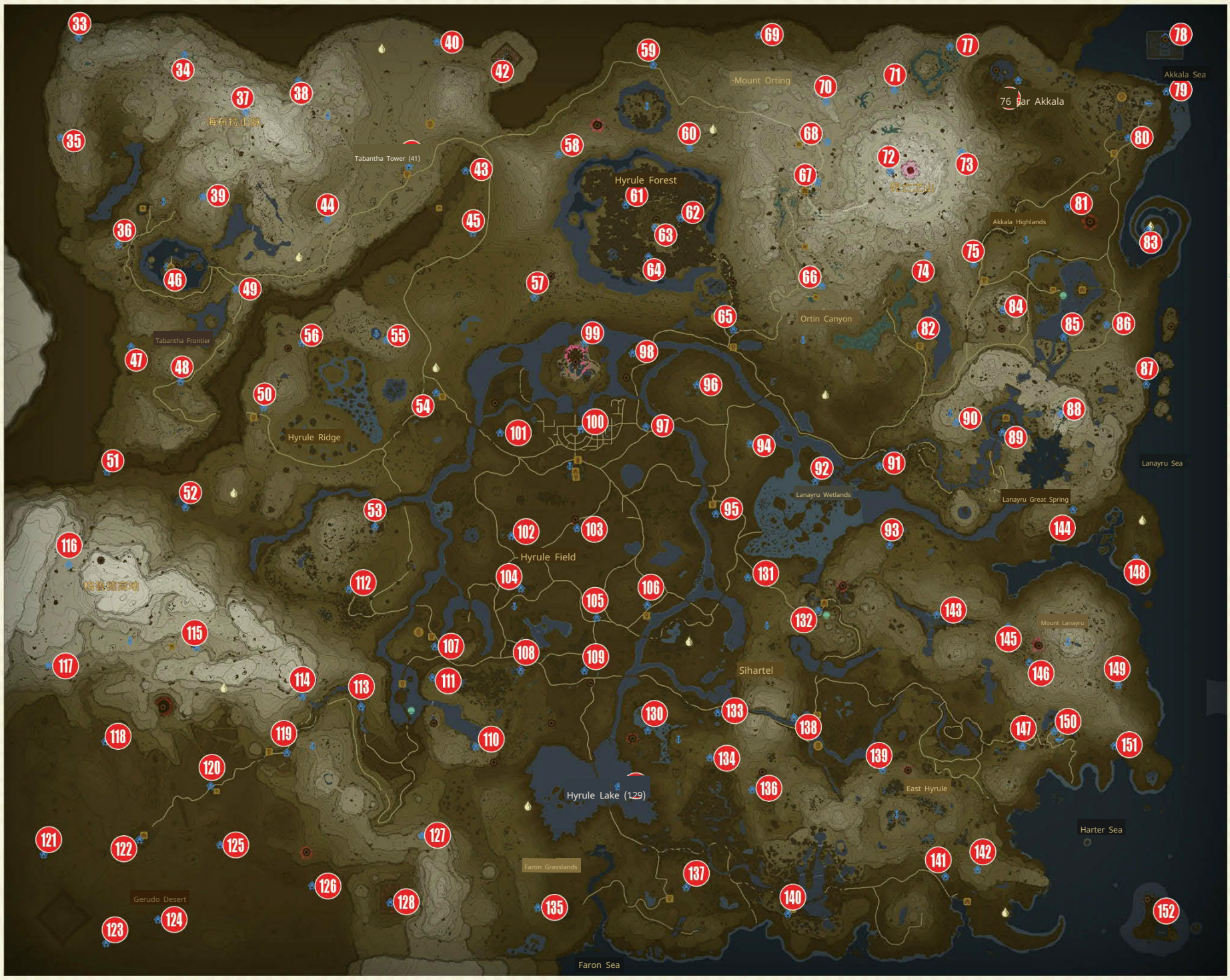
In addition to providing Blessing Lights, shrines also serve as teleportation points. Players should activate every new shrine they discover, even if they do not wish to challenge it immediately, because activating the shrine enables the teleportation function.

Additionally, each shrine contains at least one treasure chest. When players obtain all the treasure chests in a particular shrine, a chest marker will be added next to the shrine's name on the map to indicate this distinction.

This guide will provide all 152 shrine regular solutions, along with a complete treasure chest collection guide. It should be noted that the equipment in shrine treasure chests will change based on the player's progress, including variations in weapon types and different additional attributes. The contents of the chests recorded in this guide reflect the situation at the time of the author's acquisition. If you find any discrepancies while using it, that is considered normal.

Note: The directions mentioned below, unless otherwise specified, are based on the direction faced when entering the area.





Shrine Challenges

The shrine challenges are essentially side quests related to unlocking shrines. There are a total of 31 shrine challenges in this game, most of which will naturally be completed in the overall shrine guide, but there are exceptions. Please refer to the following.

In the strategy guide, you can miss a maximum of two shrine challenges. As long as you find the 'trigger' for the shrine challenge, you can complete it instantly.

Below are the names of all shrine challenges and their corresponding shrine names.

The temple challenge named the Temple of Satori and the crystal sleep in the cave guided by the crystal white bird in the Giza crater, the temple and crystal sleep in the cave north of Hebra Mountain, beautiful stones and golden apples in front of the forbidden entrance? The treasure location of Makamakaka, the temple and crystal sleep in the cave of Lake Yufin, sold this stone dyed pitch black, the Spring of the Sky and the legend of the halo, the temple and crystal sleep in the path of Laniel, the temple and crystal sleep in the Lars water vein, the key born of water sleeps in the cave of Lake Rana, bringing enormous horses.	Corresponding temple names: Usazuma Temple, Waou Usaz Temple Ikata Kaku Shrine, Hisrana Shrine, Rut a Fu'u Shrine, Pupu Enkal Shrine, Shiken Enboma Shrine, Nienji Hi Shrine, Momo Hika Shrine, Mo Sha Pi'en Shrine, Qiaqi Yi Xi Ga Shrine, Ke La Ka Ta Shrine, Za Ke Si Ke Shrine, Ou Ou Ji En Shrine, Qiao Ni Wu Shrine, Qiao Qi Xi Wu Shrine, Tuo Qi You Wu Shrine, Yi Xiu Qi En Shrine

The trigger location for 'The Legend of the High Sky Spring and the Halo.'

Temple Challenge Name	Corresponding Temple Names:
The Temple of Hylia Lake and the Legend of the Crystal Spear	Ainuma Shrine, Utoji Shrine, Rakakudaji Shrine, Mayami Shrine, Jinodokao Shrine, Ganosha Shrine, Taninouda Shrine, Kikaken Shrine, Natakaka Shrine, Mayanahi Shrine, Joshiu Shrine, Ukoujishi Shrine, Kamamai Shrine
The Temple of Gerudo Canyon and the Crystal, the Temple of North Sky Hyrule Islands and the Crystal, the Temple of South Sky Hyrule Islands and the Crystal, the Temple of Tabanta Sky Islands and the Crystal, the Temple of East Sky Hebra Islands and the Crystal, the Temple of Quarry Island and the Crystal, the Temple of South Akkala Sky Islands and the Crystal, the Temple of South Lanayru Sky Islands and the Crystal, the Temple of North Hateno Sky Islands and the Crystal, the Temple of West Hateno Sky Islands and the Crystal, the Temple of Hateno Sky Islands and the Crystal	

"The Legend of the High Sky Spring and the Halo" is the easiest shrine challenge to miss. It s trigger location is at the Wisdom Spring east of the Lanayru Mountain Birdwatching Platform, where players will find an NPC named Nazbi. Talking to him will trigger this shrine challenge. If the Zaksak Shrine has already been found at this point, the task will be completed directly.

Another easily missed challenge is "The Legend of the Throwing Spear." Its trigger location is in the cave of the Bito Valley, near a platform where a throwing spear is needed, where a book can be seen. Investigating this book will trigger this shrine challenge.

Common Methods for Skipping Shrines

Similar to 'Breath of the Wild', this time the shrines impose many restrictions on Link, including the inability to use the Zonai devices in the backpack, and most scenes and objects are not climbable. However, there are a few advantages, such as unlimited battery power. Due to the increased complexity of the system, there are now several methods to skip challenges, significantly reducing the difficulty of completing the shrines.

We do not recommend using these methods to skip challenges, as they go against the developers' original intent and may diminish some of the enjoyment of the game. Of course, these methods are not bugs, nor are they modifications; they still operate within the normal framework of the game. Therefore, if you insist on using them, we do not oppose it.

Bomb flowers hit the target

In temples, we often see these target-like mechanisms. Normally, we need to hit the target with a large object with sufficient kinetic energy to unlock the mechanism.

However, there is actually a much simpler way: just use an arrow and a bomb flower to directly hit the target, and you can pass instantly, saving countless troubles.

Shining fruit reflects the mirror

In the temple, there is also a common yellow mechanism. Normally, we need to use a mirror to reflect strong light onto the yellow mechanism and keep it illuminated for several seconds to unlock it. However, there is now a simple solution: equip the triple bow, jump, and draw the bow to activate Link.

Time, then shoot two arrows in quick succession + Brightbloom Seeds. As long as the actions are fast enough, the light emitted by the Brightbloom Seeds is sufficient to unlock the mechanism. It is important to note that the second Brightbloom arrow must be shot quickly, and the three-shot bow combined with Link's timing is essential.

Rocket Shield Ascension

In this game, thanks to the Zonai devices, Link has countless ways to ascend into the sky from a standstill, although the shrines prohibit bringing Zonai devices. Fortunately, equipment can still be used, so the rocket shield, composed of a rocket and a shield, has found its purpose. When equipped with the rocket shield, as long as Link enters a defensive stance, he will soar into the sky, allowing him to reach great heights.

The puzzles that require a degree of ingenuity are all useless.

Of course, besides the rocket shield, Link has many other ways to ascend, such as the bomb shield. However, the rocket is ultimately the most convenient. The Oruomwaka Shrine southeast of the White Zhi Newspaper can infinitely provide rockets, so it's worth visiting often.

If you need rockets, come here more often.

Reverse the world displacement

The newly added ability to reverse time also allows Link to take off from the ground. Although this method does not achieve the same jump height as the rocket shield, it has the advantage of zero consumption and can be used to transport objects. Strictly speaking, this method does not count as skipping class, as some shrines actually encourage players to do this.

In simple terms, it involves first using the Ultrahand to lift an object high and hold it in the air for a certain period. After that, cancel the Ultrahand, wait for it to land, and then control Link to stand on it, followed by activating the reverse time ability on that object. This way, the object will carry Link up into the air. If the object itself has a certain height and cannot be climbed, Link can activate the Ascend ability from below it to reach its top. If the object needs to be transported to a high platform, simply have Link first reach the high platform and then use the Ultrahand to pull it over.

That's all it takes.

If there are two objects, they can also work together. First, let Link stand on the first object, then immediately use the Ultrahand to lift the second object high after activating the Recall ability. Once Link is lifted into the air, hold the second object high for a while. This way, after both objects land, Link can activate Recall while standing on the second object to rise to a greater height. Generally, lifting twice is enough to solve most puzzles that rely on height.

The method described above can be used not only on vertical surfaces but also on horizontal ones. This technique can help Link reach farther places, although the Ascend ability cannot be used again.

Sky World (Number 001~032)

001 Uka Uhou Shrine

Trial Name	Treasure Chest	No enemi
Power of Creation	Amber	es

Upon first entering this shrine, Rauru will temporarily grant Link the Ultimate Hand ability. At first glance, this ability seems somewhat similar to the magnet from 'Breath of the Wild', but it is not. The Ultimate Hand can affect objects beyond just metal and also includes an assembly function, making its application range much broader than that of the magnet.

①Use the Ultrahand to lift the stone slabs and place them over the trench to form a bridge.

②Facing a wider trench ahead, first use the Ultrahand to connect two stone slabs together, then build the bridge.

After crossing the bridge, there is a treasure chest on the high platform to the right front. Use the two stone slabs you previously assembled to create a slope by placing one end on the high platform, allowing you to obtain the treasure chest.

There are two solutions to the sliding track ahead. The first is relatively simple but requires a shield. Pull the nearby wooden board over and place it on the sliding track, allowing Link to reach the high platform. Then, perform a shield jump towards the sliding track (the specific operation is: hold the ZL button, then press the X button, and press the A button in the air) to slide directly across; the second method is more complicated but does not require a shield. Lay the wooden board flat, then attach a hook at the center of the board, and hook it onto the sliding track to create a simple cable car. Jump onto it to slide across. There are various methods to assemble the cable car, and this is the simplest one.

After passing through this shrine, Link permanently masters the ultimate hand ability.

■ The second method of Step ③.

002 Ioni Isa Shrine

Trial Name	Treasure Chest	Enemies
Combination Power	Wooden Arrows ×5, Small Key	Captain Golem ×1

Upon first entering this shrine, Raoru will provide a large rock hammer. Use the large rock hammer to smash the stone pillar blocking the way, temporarily granting Link the ability to gather materials for construction.

The ability to combine an item with a weapon or shield allows for the creation of a new weapon. The combined weapon can be dismantled, but the detached item will disappear.

There is a treasure chest on the stone pillar to the left ahead; simply break the pillar to obtain it. The door further ahead cannot be opened for now, so first go to

Pull out the rusty two-handed sword stuck in the ground. Then, using the remaining materials, construct and combine it with the stone ball ahead to form

In the room on the right, there are 18 Flame Fruits and a worn wooden bow. When drawing the bow by pressing the ZR button, press the up direction key to attach materials from your inventory to the wooden arrows. After attaching a Flame Fruit, shoot the leaves next to the high wooden platform to make the treasure chest fall down, which contains a small key. With the small key, you can open the door on the main passage.

There is an enemy ahead wielding a two-handed combination weapon. To deal with it, you can approach first. Lure it in, then use a fire arrow to ignite the leaves on the ground, which will burn off a significant amount of its health. After that, get close and attack continuously with a large rock hammer; it won't take long to defeat it.

④ After winning, there are some weapons available for replenishment on the platforms to the left and right. After breaking the stone pillar ahead with the combination weapon, you will see the endpoint.

After passing through this shrine, Link permanently masters the ability to build with leftover materials.

003 Gutanbaki Shrine

Trial Name	Treasure	Enemies
Ascend Ability	Chest: Stone xe, Golem Bow	Soldier Construct ×1

Upon first entering this shrine, Raru will temporarily grant Link the Ascend ability, which allows Link to fly straight up, pass through the ceiling, and move to the surface.

① Go under the ceiling, activate Ascend, and then pass to the upper platform.

②Now there are two small sections of ceiling on the right, one high and one low. First, go under the high ceiling and activate the Ascend ability; there is a treasure chest here. Then jump down from the platform, go under the low ceiling, activate the Ascend ability again, and then pass through to the upper platform to defeat one Soldier Construct.

After defeating the enemies, take a look around and you will find a treasure chest on a high platform, and below the chest, there is an opening blocked by two wooden boxes. After breaking the wooden boxes, enter the opening and use the Ascend ability to open the treasure chest.

After opening the treasure chest, observe the surroundings and you will see a large stone slab being pulled by two ropes. Cut the ropes and the stone slab will fall, allowing you to use the Ascend ability beneath the slab.

⑤ Next, wait for the right moment to activate the Ascend ability and board the moving platform; it's not difficult. The destination is just ahead.

After passing through this shrine, Link will permanently master the Ascend ability. After exiting the shrine, remember to use the Ascend ability to obtain the 'Worn Cold-Resistant Trousers' from the nearby tree hollow.

OOL Nahoya Ha Shrine 004

Trial Name	Treasure Chest	No enemies
Rewind Power	Wooden Arrows ×10	

The location of this temple is above the starting point of the game—the Awakening Room. You can use the waterwheel mechanism to get up, or you can use the Ascend ability in the passage leading outside to reach the upper level and then find a way to drop down.

① After jumping onto the wooden raft, use the Reverse Time ability on the raft to make it flow backward, allowing you to return to the platform from which it departed.

②Jump onto the wooden raft that flows down from the waterfall, then use the Reverse Time ability on the raft to go upstream and reach the platform above. Note that the raft will have a bump when it rewinds to when it just fell, so you need to jump accurately at that moment; otherwise, Link will be thrown off the raft.

Shake it off.

③There is a waterwheel mechanism on the left ahead. Use the Reverse Time ability on it, then jump onto the blades to reach the high platform where the treasure chest is located.

④There is a clock-like mechanism ahead; when the two hands overlap, use the rewind ability to create enough time for Link to pass through. Inside the door is the endpoint.

This shrine will be a place Link frequently visits in the future. This is because there is a battery manufacturing machine nearby, and it is also one of the highest points on the entire initial sky island.

OOS Jinnodokaou Shrine

Trial Name	Treasure Chest	No enemies
Blessing of Laulu	Diamond	

This temple is located in the South Hyrule Sky Islands.

After activating the temple, I found that the crystal was missing. Following the light's indication, I discovered that the crystal was on a nearby sky island, but there was no direct path connecting them. There is no need to deploy flying vehicles here; just by observing, one can find that there is a lever on the island. Pulling the lever will cause the nearby sky island to rotate, allowing different paths to be formed. Utilizing this, the crystal can be safely transported back to the temple.

The name of this shrine's trial is 'Rauru's Blessing.' Any shrine with this trial name is a free gift. There are no challenges in the shrine.

There are enemies and mechanisms, and the treasure chest is on the necessary path before the endpoint, so it won't be missed. Generally speaking, temples that require completing shrine challenges or significant effort to access belong to this type, but there are exceptions.

By the way, there is a treasure chest hanging from vines at the bottom of the rotatable sky island.

Inside is an old map. You need to shoot the vines with a rocket and immediately follow the treasure chest as it falls to the ground. If you can keep the treasure chest in your line of sight, you can open it. If you lose sight of the treasure chest, it will disappear, and then it will reset. In the future, when encountering such rotatable sky islands, it might be worth observing the bottom.

006 Rakashu High Shrine

Trial Name	Treasure Chest	Enemy Soldier Golem ×2
Reflection of Things	Large Zonai Energy	

This temple is located in the East Gerudo Sky Islands.

① Use the Ultrahand to lift the mirror on the ground and reflect the light onto the yellow mechanism on the door. Once the mechanism turns green, the door will open.

② Enter the door to reach the next area. Here, you need to use the Ultrahand to lift the mirror, pass it through the opening, and then adjust the angle of the mirror to reflect the light onto the yellow mechanism on the door. Once the mechanism turns green, the door will open.

③ Before entering the door, first reflect the light into the next area as the next area does not have a light source. After that, enter the door to reach the next area, where you will see two yellow mechanisms, one high and one low. For now, ignore the high one and reflect the light onto the yellow mechanism on the ground.

This will activate a lift platform.

④ Use the lift platform to reach a high place, defeat the two enemies, and then use the mirror here to reflect the light onto the yellow mechanism at the high point in step ③, which will open the door below it, revealing a treasure chest inside.

⑤ Return to the location in step ④ where you defeated the enemies, and use the two mirrors to reflect the light onto the yellow mechanism ahead to open the door leading to the endpoint.

007 Shia Mozhi Temple

Trial Name	Treasure Chest	Enemies
Dim Lights	Golem's Might 弓	None

This temple is located on the upper level of the South Lomei Castle in the sky world, which is the entrance to the rectangular maze at the southern part of the map.

This is a very interesting temple. Upon entering, at first glance, it resembles 'Raru's Blessing' quite a bit, with treasure chests and the endpoint right in front, but there are flame fruit trees on both sides, and there are wooden arrows next to the treasure chests. Upon looking at the trial name, it becomes clear that things are not simple. Sure enough, relying on...

After reaching the endpoint, the endpoint suddenly grew legs and ran away. Observing the disk on the opposite side, you will notice that two lights have gone out. Indeed, the items provided in the temple are significant. As long as you use a wooden arrow combined with a fire fruit to ignite the extinguished lights, a launching mechanism will appear on the ground, allowing you to easily reach the endpoint.

009 Chokuwu Shrine

Trial Name	3 treasure chests with	No enemies
Blessing of Laulu	diamonds	

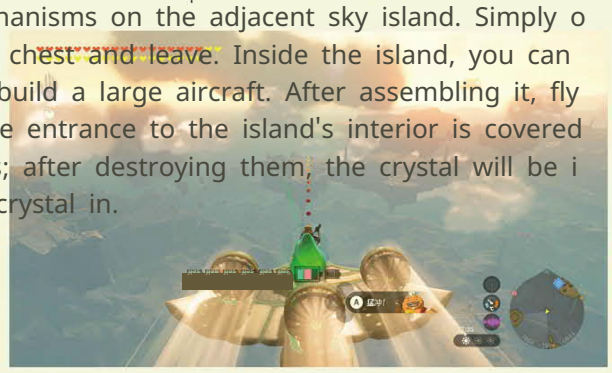
This temple is located on the Dragon Head Island of the Thunder Island in the Sky World, and you will pass through here during the quest to find the fifth sage.

This temple is a freebie type, with no enemies or mechanisms; just open the treasure chest and leave.

010 'Ukeo Gishi Temple'

The Blessing	Treasure Chest	No enemies
of the Trial of Roru	The Sturdy of Zonanium 盾	

This temple is located in the Sky Islands of West Hyrule. After activation, it is discovered that the crystal is missing. According to the light indicators, the crystal is nearby, with enemies and mechanisms on the adjacent sky island. Simply open the treasure chest and leave. Inside the island, you can find a device to build a large aircraft. After assembling it, fly directly over. The entrance to the island's interior is covered with many vines; after destroying them, the crystal will be inside. Place the crystal in.



008 Chokuhushini Shrine

Trial Name	Treasure Chest	Enemies
Battle Alone with Electricity	Electric Tranquilizer	Various Golems ×7

This temple is located on Thunderhead Island in the Faron Sky region. Nearby, there are block golems, and the temple is situated within the belly of a certain sky island. It requires using floating stones to create a platform, and then activating the Ascend ability from below to reach it.

Upon entering, Link will lose all his belongings (except for special abilities) and must start from scratch to fight against enemies. The key to this battle lies in the several electric fruit trees in the center. First, take out one archer, then lure the enemies to shoot arrows; after dodging, you can obtain wooden arrows. After that, use

Lure the enemies together and attack with wooden arrows combined with electric fruit. This tactic is a one-hit kill for small enemies; while larger enemies may not be defeated immediately, they will drop their weapons, allowing you to quickly seize them. An unarmed enemy is like a toothless tiger, unable to pose any threat. There is also a Thunder Dragon head near the door to the finish line that can be utilized further. The treasure chest is located near the finish line, so you won't miss it.

Oll 'Joshui Shrine

Trial Name	'Treasure-si	Enemies
Blessing of Laulu	zed Zonai Energy	None

This temple is located in the North Hyrule Sky Islands.

After activating the shrine, I found the crystal was missing. Following the light's indication, I discovered the crystal was on a nearby sky island, but there was no direct path between them. There was no need to use a plane, as I observed that there was a quarter-circle floating mechanism on the island. Pulling the mechanism would cause the sky island ahead to rotate, allowing for different paths to be formed. Utilizing this, I was able to safely transport the crystal back to the shrine.

As is customary, this shrine that requires a challenge has no enemies or traps inside; the treasure chest is located on the necessary path just before the endpoint, so it won't be missed.

By the way, there is a treasure chest hanging from vines beneath the rotating treasure island, which contains an old map. After rotating the sky island to the appropriate angle, ensure the chest can fall onto the treasure isl and below, and then you can shoot it down with a fire arrow. If you miss, wait a while and come back; the chest will reset.

012 Aynsamino Shrine

Trial Name	Treasure Chest	Enemies
The Battle of Solitude and Gravity	Large Zonai Ruins	Various Constructs ×8

This temple is located on the island of Zonaium Refinery between the North Hyrule Sky Islands and the Hyrule Sky Islands. At the lowest level of this island, you can see the temple behind an iron fence, but you cannot enter. Investigate the terminal next to it, and an updraft will appear on the island. Use the updraft to ascend to the top level, then jump down through the central hole, which is also the laser array seen in the promotional video. The laser array is not only powerful but also closes the passage once triggered, so you must pass through without taking damage. If the player has a glider, this section poses no difficulty. Once you reach the bottom of the passage, you will arrive at the temple.

Upon entering, Link will lose all his items (except for special abilities) and will only be left with nothing. Start the battle and fight against enemies. The characteristic of this temple is reduced gravity. After the battle begins, it is recommended to go to the platform on the right, use a shield to combine with a bomb barrel to obtain a bomb shield, allowing you to explode while defending against enemy attacks without harming Link. When encountering advanced constructs or multiple enemies at once, decisively use this tactic to significantly reduce the difficulty. At the final height, you can equip the bomb shield and use a shield jump; the explosion's impact will allow Link to jump very high. In summary, the key to this battle lies in the shield, so be sure to use it sparingly.

By the way, right next to the temple, there is a previous hanging of Zonaium, which requires generating a landing point on the lava using water, and then using the Ascend ability to enter.

013 Kamamaino Shrine

Trial Name	Treasure	Enemies
Blessing of Laulu	Chest Zonai Bow	None

This temple is located on the Hyrule Sky Islands and can be reached by launching from the Rabella Wetlands Birdwatching Tower. When Link arrives, he finds that the huge crystal on the temple is missing. After investigating, he initiates the temple challenge, discovering that the crystal has been taken by a nearby block golem. By defeating the block golem once, the crystal will drop, but since there is no direct connection between the two sky islands, a mechanism must be built to transport the crystal back. Therefore, it's best to take down the block golem first.

After defeating the block golem, the next step is to transport the crystal back. There are many methods to do this, but it's recommended to build an aircraft to directly carry the crystal back. Once the crystal is delivered to the temple entrance, the temple will return to normal. Although the process can be quite frustrating, fortunately, this temple is essentially free; there are no enemies or traps, and the treasure chest is right along the main path, allowing for a straightforward completion.

01Y Sihajiao Gaowu Shrine

Trial Name	Treasure Chest	No enemies
Blessing of Laulu	Diamond	

This temple is located in the South Lanelle Sky Islands.

This temple itself has no enemies or mechanisms; the treasure chest is essentially a free gift, but the troublesome part is the unlocking process. We need to first reach the highest island in the South Lanelle Sky Archipelago. To get here, you can start from the Lanelle Mountain Birdwatching Platform, but be aware that the temperature here is very low. After arriving at the nearest sky island, use the hot air balloon and the Ascend ability to go up; it will take a long time to reach the highest point, but the scenery along the way is also very beautiful. It is recommended to set up a teleportation point here for future use. It will be more convenient to head to the nearby sky island.

Upon arriving at the destination, you will find a terminal to investigate. It is recommended to save your game first. After activating the terminal, a green circle will appear in the distance. The next step is to jump into the green circle and then successively pass through the new green circles that appear. This mini-game has no time limit, so there is no need to rush. Upon success, the Hihajogao Temple will be unlocked.

By the way, the Courage Jump Ceremony can be performed next to the Hihajiao Temple. Successfully completing it unlocks the gliding mask.

OIS Mayanahi Shrine

Trial Name	Treasure Chest	Enemies
Follow the path of ice	The Sturdy of Zonanium 盾	None

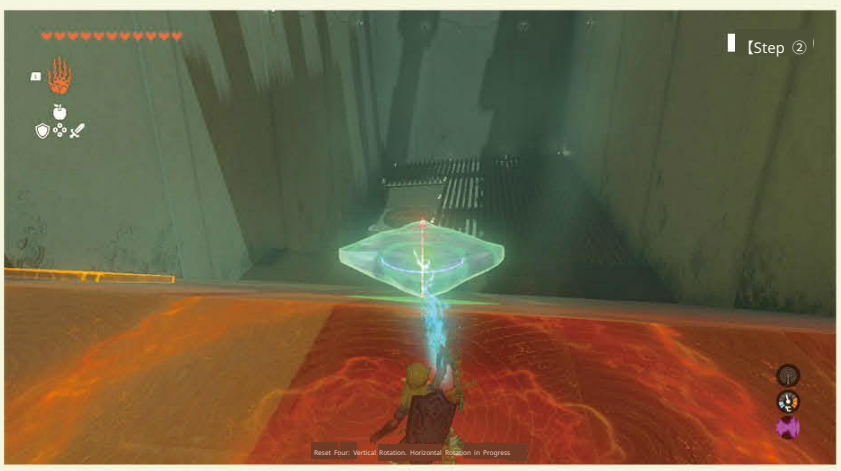
This temple is located in the South Lanelle Sky. Islands.

After activating the temple, I found the crystal was missing. Following the light's indication, I discovered the crystal was just below the sky island nearby. There are no direct paths between the sky islands, but there is a flying device formed near the temple that can be used to approach the sky island. After circling the island, I realized that this island is hollow. After cutting away the vines blocking the entrance in the middle of the island, I could see the crystal inside. Next, I can use the flying device to carry the crystal back the same way. If it unfortunately gets damaged, there are wings, a fan, and a control stick next to the crystal, so I can also build a plane to return directly.

Generally speaking, temples that require certain conditions to appear should be free, but this temple is an exception; players must be honest. The real challenge is truly outrageous.

① Many people are misled by the name of the trial in this temple, but the solution is quite simple. Just use the ice fruit or ice dragon head on the field to create a block of ice in the water. Then place the ice on the slope, allowing the ice block to slide down and hit the target in the distance, and the door will open. It doesn't matter where the ice hits; it doesn't have to hit the bullseye.

②After entering, you can directly complete the level. However, we still need to obtain the treasure chest first. Similarly, we need to create ice and hit the target with the ice block, but it requires some additional skills. We need to place the ice block at an angle so that it has a chance to slide to the target, as shown in the image below. After hitting the target, the door to the treasure chest will open.



016 Gerudo Ancient Machi Shrine

Trial Name	7 Treasure Chest	No enemies
Flying Objects	Large Zonai Ruins	

This temple is located in the Lanelle Sky Islands, and it can be easily accessed using the Zora's Domain lookout. Note that the temple is inside a constantly rotating floating sphere.

① It is not difficult to observe that there is a treasure chest on a high platform in the distance to the right, so we will go to the right first. Actually, we could directly use the glider to get there, but for the subsequent steps, we need to first send a wing to the right using the sliding track. After that, place the wing under the high platform where the treasure chest is located, stand on the wing, and activate it.

With the skyward technique, you can reach the high platform to open the treasure chest.

② Next, we need to fly to the destination. Add a fan to the wing; there are many options for the fan's position, but it is recommended to place it directly in the center of the tail. Since there is no sliding track and the height is also an issue, we need to take off manually here. The method is to first lift the wing with the ultimate hand and then lower it, after which immediately stand on the wing, use the reverse gravity technique on the wing, and once the wing ascends back to a high altitude, activate the fan. As long as the direction is correct, we can fly to the destination.

OI7 'The Temple of Iga Shuen'

Trial Name	Treasure Chest	No enemies
Floating Water	Large Zonai Energy	

This shrine is located on the Water Spring Island and can be completed while undertaking the main storyline challenge 'The Zora Domain's Sidon.' In this shrine, gravity will be reduced.

①Jump onto the floating water to let it carry Link to the high platform.

②In the abyss ahead, there is a treasure chest that falls back and forth. Move the nearby floating water over to catch the chest in mid-air, then use the Ultrahand to pull the chest over.

③Face the floating water that is falling down on the right. Use the Recall ability, then enter the floating water to reach the high platform on the right. After that, use the floating water to approach the area before the endpoint, and remember that pressing the X button in the floating water allows you to swim a short distance horizontally.

In the area before the endpoint, there is a movable platform that can be pulled. Pull it onto the path of the floating water leading to the endpoint, then attach a metal plate at a 45-degree angle. This will cause the floating water to rise higher, giving Link enough height to glide to the endpoint.

018 'Natakaka Shrine

Trial Name	Treasure Chest	No enemies
Blessing of Laulu	Energy Potion	

This temple is located on the South Akkala Sky Islands; look for a circular island on the map. You can fly directly from the Water Temple, but you need to level up your stamina a few times to have enough. After landing, you will find that the green crystal in the temple is missing. First, go to the platform where the temple is located, push the mechanism on the ground to orient the launching device towards the right side of the sphere in front. After launching yourself, you can enter through the hole on the right side of the sphere. Inside the sphere, you will see the crystal, and there is a spring device in the center of the area. Change the orientation of the launching device to aim at the hole you just entered, then first launch the crystal out, and then launch yourself back to the platform where the temple is located. As long as you see that the crystal has not reset, it indicates that you have successfully arrived.

You can enter by bringing the crystal close to the temple; there are no enemies or traps inside, and the treasure chest is right on the main path, making it essentially free.

By the way, the Zonai device fabrication machine near this temple can create tracking platform vehicles, cannons, and the heads of constructs, allowing for the assembly of various devices to attack enemies.

019 Kakariko Shrine

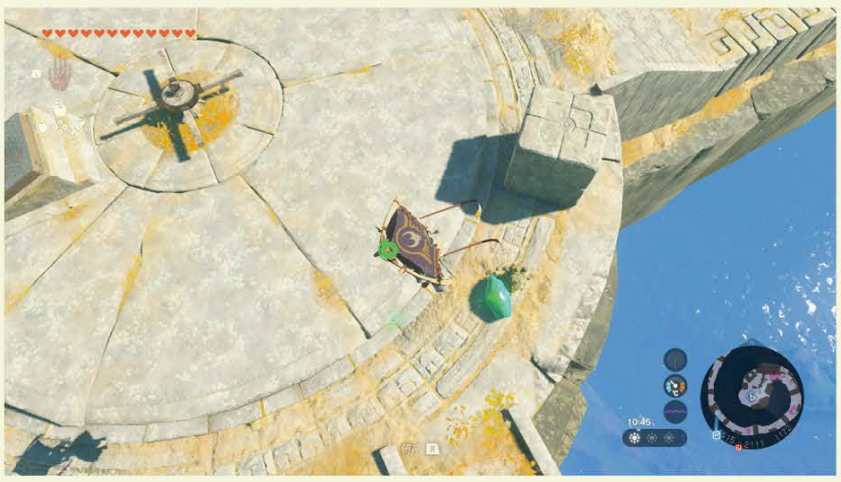
Trial Name	7 Treasure Chest	No enemies
Blessing of Laulu	Ruby	

This shrine is located on the Quarry Island of the South Akkala Sky Islands.

After approaching the shrine, you will find that the crystal is missing. According to the guiding light, the crystal is on a very high sky island. Don't rush to go up; there is a terminal near the shrine. Investigating it will activate a launch device. Use the launch devices from different sky islands.

Keep going up, and you'll reach the location of the crystal. Going down is simple; just hold the crystal and jump down. The crystal won't break as long as you don't drop it on the ground.

This shrine is a freebie; there are no enemies or traps, just open the treasure chest and leave.



020 « Mogisari Temple

Trial Name	Treasure	Enemies
Courage of the Leap	Chest: Zonai Shield of Resilience	A large number of constructs.

This temple is located on the upper level of Lomei Island in the sky world, which is the entrance to the rectangular maze in the northeast corner of the map.

This temple is very interesting. Inside the temple, there are ready-made four-wheeled vehicles that can easily navigate various mechanisms on the road, and the minor enemies can be completely ignored. However, due to the lower gravity in this temple, the handling of the vehicles will feel quite different. If you find it too difficult to drive the vehicle, you can switch to walking.

Proceeding forward while walking is fine, although it will be slower. The road here is wide, but it is recommended to keep to the left, as there are two square stones ahead after passing through the laser array. Breaking them will reveal a treasure chest inside. At the end, there is a large slope with many rockets placed nearby. You can take off directly with a rocket shield or attach rockets to the nearby four-wheeled vehicle for acceleration. Flying to the other side will lead you to the finish.

OZI 'Kadaunari Shrine

Trial Name	Treasure Chest	Enemies No
The Path Guided by Water	Golem's Strong Bow	None

This temple is located on the South Aurten Sky Islands. You can take off from the Aurten Canyon Birdwatching Platform and land on a nearby sky island, then create a fan-powered minecart to get there.

① Use the Ultrahand to rotate the water spout, then suck it in and spray water into the lava. Once the lava solidifies, it will form a platform that can be crossed. Continue advancing to the other side.

② Smash the giant rock block on the right ahead; the endpoint is right in front, but there is also a treasure chest on the left.

First, use the Ultrahand to pull out one water spout and place it under the high platform where the treasure chest is located. Then, build a ramp with the formed platform so you can climb up to the high platform and open the treasure chest.

Reaching the destination is not difficult; it just requires a bit of patience. As long as you continuously cool the lava to form platforms, you can create a path straight to the endpoint.

022 Shrine of Shimohikawaka

Trial Name	Treasure Chest	Enemies
The battle of solitude in darkness	Bright medicine	Various Golems ×3

This shrine is located in the North Hyrule Sky Islands.

We need to first reach the highest island in the North Hyrule Sky Islands. To get here, you can start from the Deibron Ruins Birdwatch Tower and head to the nearest sky island. Then, build an aircraft to fly up; it will take some time to reach the highest point.

Upon arriving at the destination, you will find a terminal to investigate, and it is recommended to save your game first. After activating the terminal, a green circle will appear in the distance. The next thing to do is to jump into the green circle and then successively pass through the new green circles that appear. This mini-game has no time limit, so there is no need to rush. Upon success, the Shimohikawaka Shrine will be unlocked.

As mentioned earlier, this type of shrine that requires certain conditions to appear should be free, but this shrine is an exception; players must complete the challenges honestly, and this battle is somewhat difficult. It is truly outrageous. Th in darkness, and the d ovided a light shield for but the light shield will only illuminate when defending, which will continuously reduce the shield's durability. This means players must time their defenses carefully and cannot just hold down the defense button.

I personally recommend heading to the high platform on the right immediately after starting, quickly combining the red gemstones on the ground with the initial weapon to obtain a fire attribute weapon. By throwing and aiming at the enemy, you can easily eliminate the enemy that also shoots fireballs. The only risk is that you might alert the nearby archer. The remaining two enemies are relatively easy to deal with; prioritize taking out the archer first, and you can wait to use the spinning attack on the remaining melee enemy by triggering a backflip. The treasure chest is before the endpoint, so you won't miss it.

By the way, the Courage Jump Ceremony can be performed next to the Shimohikawaka Shrine. If you come back to this shrine next time, you can also recover 3 red gems, but unfortunately, it's only a one-time opportunity.

023 Miyami I Shrine

The Blessing	3 Treasure Chests	No enemies
of the Trial of Roru	Magic Wand	

This shrine is located in the northern Hyrule Sky and has quite a few rockets, but the rockets are difficult to control across the islands. Due to distance and height, it's easy to overshoot, so it's more reliable to bring a fan machine when approaching the sky islands.

After activating the temple, I found the crystal was missing. Following the light's indication, I discovered the crystal was on a nearby block golem. This block golem is basic and very weak. After defeating it, I need to transport the crystal to the nearby floating platform.

This temple has no enemies or traps; the treasure chest is given for free before the end.

024 The Temple of Thienbeza

Trial Name	Treasure Chest	Enemies
Falling Speed	Large Zonai Energy	None

This temple is located on the upper level of North Lomei Castle in the sky world, which is at the entrance of the diamond-shaped maze in the northern part of the map.

① Hitting the mechanism in the center of the area can change gravity; yellow indicates normal gravity, while green indicates reduced gravity. When gravity is reduced, if a large ball is launched from the right side (with the direction based on the player's perspective when entering the mechanism) to the left by the launching mechanism, the large ball will hit the target located high on the left, thereby opening the door high on the right.

②Don't panic and leave this area yet. There is a treasure chest below the target on the left. Have Link stand on the right-side launching mechanism, so that when Lin...

After being knocked back, you can glide over to open the treasure chest.

③ After opening the treasure chest, have Link stand on the left side of the launch mechanism, so Link will be launched to the next area.

④ In the next area, there is another gravity switch. Continue to maintain the reduced gravity state, and when the large ball from the previous area bounces over, it will roll to the corner barrier and then bounce high. When the large ball flies above the cage, restore gravity to normal, so the large ball will fall into the cage, thereby opening the door to the endpoint.

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025 Taninouda Shrine

Trial Name	Treasure Chest	No enemies
Blessing of Laulu	Amber	

This temple is located in the East Hebra Sky Islands.

After activating the temple, I found that the crystal was missing. Following the light's indication, I discovered that the crystal was just below the floating island nearby. There are no direct paths between the sky islands, so I used a fan to blow the floating platform closer to the island. After circling the island, I realized that it was hollow. After cutting down the vines blocking the entrance in the middle of the island, I could see the crystal inside. Next, I can use the floating platform to carry it.

Return along the crystal path, but there are fans and levers next to the crystal, so you can also build an aircraft to come back directly.

By the way, there is a chest hanging from vines below the island where the crystal is located. I can move the floating platform beneath it and burn the vines to retrieve the chest. Inside is an old map.

This temple has no enemies or traps; the chest is located on the only path before the endpoint, so it won't be missed.

026 Mayaou Meiqisa Shrine

Trial Name	Treasure Chest	Enemies
Jumping Power	Wooden Arrows ×10	Soldier Construct (Medium) ×1

This shrine is located on the continuous islands leading to the sky.

① Shoot the mechanism behind the door through the gap with an arrow, and the door will open.

② This area is large, with many ships in the air. Jump onto the sails on top of the ships, and Link will be launched high up, using this to ascend further. There is a mechanism behind the fence on the top level; shoot it with an arrow while in the air, and the bottom will open.

③Bounce up from the open bottom to reach the endpoint. However, don't rush into the endpoint just yet; turn 180 degrees to face the mechanism, and you will notice a high platform in the distant corner. Glide over after bouncing to the highest point to reach the platform and obtain the treasure chest above. After that, you can proceed to clear the stage.

027 Kahatanaume Shrine

Trial Name: Blessing of Laulu	Treasure Chest: Large Zonai Energy	No enemies

This shrine is located on the continuous islands leading to the sky in the northwest of the sky world, and can be unlocked conveniently while heading to the Wind God's temple during the main quest in Lito Village.

It can be unlocked on the way to the Wind God's temple.

The shrine itself is a freebie type, with no enemies or traps, just open the treasure chest and leave.

028 Ijoeu Shrine

Trial Name	4 Treasure Chests Wooden Arrows ×5	Enemies
Not Just Defense		Soldier Golem x2, Captain Golem ×1

This temple is located in the West Hebra Sky Islands.

① The door is blocked by a large chunk of ice. The normal process is to defeat the nearby enemy and use its fire shield to melt the ice. If the player already has a fire-element weapon, they can ignore the enemy and directly melt the ice.

② First, defeat one enemy holding a stone shield, then melt the other end of the ice, which contains a treasure chest. Next, use Ultrahand to lift the large stone slab on the ground, and block the flames to advance to the next area.

After defeating the captain construct, there are shields and rockets in the area, indicating to the player to combine the rocket with the shield. Once a rocket shield is constructed using the leftover materials, Link can soar into the sky by pressing the ZL button to defend, making it easy to reach the destination.

029 «Gahashisasa Shrine

Trial Name	Treasure Chest	Enemies No
Blessing of Laulu	Star Fragments	ne

This temple is located on the Island of Purification, and you must solve a puzzle before entering. The Island of Purification is one of the highest sky islands in the Taban Tower, characterized by a large mirror that reflects light. Be aware that the temperature here is very low.

First, investigate the terminal on the island; this will cause the water to recede, allowing you to collect many fish, including the Life Bass. Go to the location indicated by the light, blow up the giant mouth, and enter the cave.

By following the line, you can find a platform with a mirror; go to that platform and reflect the light at a vertical 90-degree angle to find the next platform with a mirror. Reflecting again at a vertical 90-degree angle will reveal a new space with a beam of light shooting downwards. Upon entering this space, defeat one Golem and use the mirror to reflect the light onto the yellow hexagonal marker ahead. The marker will turn green, causing the platform to rise. Additionally, there is a treasure chest above the marker containing the Zonai Helm. If you go down the stairs on the outer side of the platform, you will see the Gahasisasa Shrine. Not far from the shrine, there is a Zonai device manufacturing area.

Inside the cave, you will find two mirrors. The trick here is to use the reflection of the mirrors to find the next beam of light. A little tip is to use the Ultimate Hand to move the mirrors, allowing you to see the results of the light reflection in real-time. For example, facing the incoming light, there are two lamps on the right. Use the mirrors. This temple is designed to be straightforward; there are no enemies or traps, just open the treasure chest and leave.

030 Tauun Hiyu Shrine

Trial Name	Treasure Chest	Enemy
Combat Guidance: The Essence of Archery	Golem's Strong Bow	Captain Golem ×3

This shrine will only appear if certain conditions are met. First, ascend from the Rabula Mountain Birdwatching Platform, then fly southwest to reach the Island of Courage Testing. Investigating the terminal will trigger a challenge, which involves falling from a great height.

And continuously pass through the green halo, successfully unlocking the Tauun Xiyou Shrine.

Although it was quite a hassle to get in, the content of the shrine is very simple. Here, it is actually a tutorial for archery in the air, simply put, when

When Link is in the air and presses the ZR button to enter bow mode, time will slow down, entering bullet time. In this state, as long as Link has remaining stamina and has not landed, he can continuously shoot arrows. There are multiple fans on the field that can help Link take off easily. The first to appear is a special forces captain.

After hitting the golem with several arrows in the air, a cutscene will occur, followed by the appearance of two enemies. At this point, simply drawing the bow in the air will allow you to take down one enemy with a single arrow. After defeating three enemies, the gate will open, and the treasure chest will be right before the finish line, so you won't miss it.

031 Ganosah Shrine

Trial Name	Treasure Che	No enemies
Blessing of Laulu	st Diamond	

This shrine is located in the Tabanta Sky Islands.

After approaching the temple, I found that the crystal was missing. Following the guiding light, it turned out that the crystal was on the nearby block golem. Defeat the block golem, which has enemies and mechanisms, then simply open the treasure chest and leave. After that, transport the crystal back to complete the task.

Not far from the block golem, there is a very useful four-fan aircraft, which is the best choice for transpo rtation.

This temple is of the free type, no

032 Mayahira Temple

Trial Name	Treasure Chest	Enemies
Blessing of Laulu	Star Fragment Staff	None

This shrine is located on Starview Island in the North Gerudo Sky Islands, which is a massive sphere. After entering this sphere, you need to complete a light puzzle. Just push the mechanisms on different platforms to direct the light onto the yellow mechanism located high up, and the shrine will appear. The shrine itself is free.

There are no enemies or traps, just open the treasure chest and leave.

By the way, if you hit the other yellow mechanism on the Starview Island with light, a treasure chest containing the sage's will will appear.

033 Ota Kaka Shrine

Trial Name	The might of	Enemies
A solitary battle strategy	the treasure chest golem	Various Golems ×6

This temple is located in the northwest corner of the entire map. First, you need to go to the cave at the foot of the frozen mountain. There are ice blocks at the entrance; melt them to enter the cave. After walking for a while, you will find ice blocks on the floor. Jump on the ice blocks a few times to break them and reach the lower level. First, take out a few Bokoblins here, then observe the mountain wall to find an ice block. Melt this ice block to reveal a branching passage, which leads to the temple.

Upon entering the temple, Link will lose all his items (except for special abilities) and must start from scratch to fight enemies. There are many leaves and explosive barrels on the ground, and above, there are oil lamps. Just lure the enemies over and then shoot the rope of the oil lamp to set them on fire. As for the archers that won't approach, you can use the Ultrahand to lift a rock and smash them. The treasure chest is before the end point, so you won't miss it.

03S Taou Yuhipuni Shrine

Trial Name)	Treasure Chest	Enemies
To advance or retreat	Golem's Strong Bow	None

This shrine is located in the northwest of the map. ① When faced with a large number of rolling stone balls, simply activate the Rewind ability on any one of them, then run upwards following the stone ball to reach the next area.

② In this area, you will see a rapidly rotating mechanism with a treasure chest on top. Activating the Rewind ability will cause the treasure chest to fall down. It is important to note that if the mechanism rotates too quickly, the treasure chest will be flung into the abyss, so the timing for activating and deactivating the Rewind ability must be precise.

③ Moving forward, you will see a locked door. Next to it is a large ancient ball, and stone balls are continuously falling from the distant passage. You need to stand on the mechanism on the ground so that the passage will close and the stone balls will not fall. After that, use the Ultrahand to place the large ancient ball in front of the stone balls (do not attach it), then activate the Reverse Time ability on the ancient ball, so that when the ball rolls back, it will push the ancient ball into the pit on the ground. Then the door will open.

④ Enter the door to reach the next area. Here, an ancient ball rolls down from the sky, and there is a pit on the ground. Simply use the Reverse Time ability on the ancient ball, and when it retreats above the pit, cancel the ability. This way, the ancient ball will fall down. Once the ancient ball is in the pit, the door ahead will open.

⑤ Enter the door to reach the final area. As long as you transport the ancient ball to the pit of the distant cage, the door leading to the end will open. There is a bowl-shaped platform that moves back and forth; first, place the ancient ball on this bowl-shaped platform, then wait for it to move above the cage. Use the Reverse Time ability on the ancient ball and quickly cancel it. Since the platform is still moving normally, the ancient ball will fall down, solving the puzzle.

03 Eutou Temple

Trial Name	Treasure Chest	Enemies o
The Battle of Solitude: Stealth Infiltration	Sapphire	f various types of golems ×5

This temple is located in the northwest of the map. Upon entering the temple, Link will lose all his belongings (except for special abilities) and must start from scratch to confront enemies. From the name of the trial, this temple encourages Link to engage in stealth assassinations, but to be honest, it is difficult to assassinate the constructs.

The difficulty is not low. This temple has good leftover materials like spikes; it might be better to engage in direct combat. The only thing to be careful of is a guy wielding a weapon with a thunder dragon head. The treasure chest is before the endpoint, so you won't miss it.

036 Vauousa Shrine

Trial Name	Treasure ch	Enemies
Leverage of Power	est: Spicy Elixir	None

This temple is located in a cave west of Lake Lilitete and can be found after triggering the temple challenge by speaking to Soriles in Litet Village. According to Soriles' hint, stand on the protruding rock at the very top of the platform where Litet Village is located.

At sunrise, a white bird can be seen to the west. This white bird is actually a pattern made of stone and snow, which is not difficult to discern upon observation. After flying next to the white bird, you will find the cave, and the temple is inside.

① There is a closed door on the left, and on the right | This way, Link will fly high up, and there is a treasure chest o n the high platform. First, place the bowl on the high platfor m to the right, which will allo w you to reach one end of the lever, then place the ball in th e bowl. This way, it won't run around. After that, install the b owl on the extended lever, lift the iron box to smash the othe r end of the lever, and use the lever principle to smash the b all into the mechanism box ahead. After successfully doin g this, ② after the previous step is successful, a door will ope n, revealing a wooden board. Remove the bowl and attach the wooden board to one end of the lever to increase its length. Then have Link stand on the lever and lift the iron box to s mash the other end of the lever.

球

The door in front will open if it doesn't succee d, try a few more times.

④ Imitate step ② to launch Link to the finish line to clear the stage.

037 Rito Village Shrine

Trial Name	《 Treasure Chest》	Enemies
Blessing of Laulu	Amber	None

This shrine is located in a cave northwest of Hebra Mountain, near the house of Silaimi. After jumping do wn into the cave, you will see an ice lake, with several Bokoblins by the lake. There are crystals in the lake.

Create an ice block, pull it up with the Ultrahand when close, and then transport the crystal to the nearby shrine to enter the shrine.

This temple is a freebie type, with no enemies or mechanisms; just open the treasure chest and leave.

038 Hyrule Shrine

The Blessing of the Trial of Roru	3 Treasure Chests Sapphire	No enemies

This shrine is located to the northwest of th e Tzitzitzi Snowfield Birdwatch Tower. Upon approac hing the shrine, it was discovered that the crystal w as missing. Following the clues, it was found that th e crystal had become the core of the Ice Rock Giant . There's no choice but to take down this guy first.

After defeating the Ice Rock Giant, bring the crystal back to t he shrine, and the shrine will be accessible again.

This temple is a freebie type, with no enemies or mechanisms; just open the treasure chest and leave.

039 Sakkarovah Shrine

Trial Name	Treasure Chest	Enemies
Redemption in the Sky	Spicy Elixir	None

This temple is located to the east of the Kak ariko Village lookout.

Friends who have seen the movie version of 'Resident Evil' will definitely find it familiar. The temple has many infrared traps that Link must a void. At the beginning, the traps can be bypassed by either jumping or crouching depending on th e situation. After using the Ascend ability to reach the upper platform, you will see a solitary infrar ed beam with a metal box in front of it. Use the metal box to block the infrared beam, and it will open a hidden door, revealing the treasure ches t of this temple.

After opening the treasure chest, walk to the ot her end; here you will enter three rooms in succession t hat cannot be turned back from. In the first room, you can jump over the infrared beams; in the second room, you can crouch under the infrared beams. The infrared beams in the third room are very dense, but as long as you wait for the mechanism to get close and then acti vate the Ascend ability, you can reach above it, allowing you to smoothly arrive at the endpoint.

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040 « Oshuzaen Shrine

Trial Name: One Hit w	Treasure	No enem
ith a Wooden Hammer	Chest: Left Naniuum Bow	ies

This shrine is located to the west of the ruins of Nort h Lomei Castle.

①Attach the rocket and the l og to the block on the wall. After starting the rocket, it will propel t he block and the log forward, allo wing the log to hit the target.

②Upon entering, proceed to the next area on the left. There is a treasure chest on the concave platform. Insert the log v ertically into the groove, allowing you to climb up the log to reach the treasure chest.

③ Assemble two logs and a roc ket onto the gear; after starting the r ocket, it will drive the gear, causing t he logs to hit the target, thus openin g the door before the finish line.

The door next to it will open, revealing a pre-assembled air craft inside. Place the aircraft on the runway, then attach t he ancient ball to the aircraft, and after starting it, fly towa rds the entrance of the temple. After that, place the ancien t ball into the pit at the entrance, and you can leave.

Step ⑤ is not a necessary step; players can use other meth ods. In any case, the ancient ball must be transported back to th e entrance of the temple.

04] 'Eurachium Temple'

Trial Name	Treasure Chest: Woo	Enemies
Fallen Courage	den Arrows ×5 Small Key	Various Golems ×5

This temple is located near the Snowfiel d Stable and is one of the most difficult temple s in the game. The endpoint is actually to the r ight of the temple entrance, but there is a pit on the ground that requires Link to place the a ncient ball inside to open the door.

① First, walk to the left, defeat a moblin, then activate the Ascend ability, which will take you to a platform with a ladder. Climb up the ladder.

②After climbing the ladder, crouch to pass through the hole ahead, then jump do wn from the right side to drop one enemy. There is a door that can be pulled open her e, and on the other side of the door, there i s another enemy and a treasure chest.

③Open the door, and ahead are several infr ared traps. Now for the key point—intentionally trig ger the infrared, causing the floor to open, and Lin k will descend to the lower level. This step is precis ely where the trial gets its name. After reaching the end of the lower level, use the Ascend ability to o btain a small key from the treasure chest.

④After acquiring the small key, use the Ascend abili ty again to return to the previous level. Go to the back of the infrared trap that was intentionally trigg ered earlier, use the small key to open the door, a nd retrieve the ancient ball inside.

⑤Return to the starting point of step ④, and you will see an elevator platform on each side. Sit on the elevator platfo rm and place the ancient ball into the pit on the ground.

042 Mayaotachi Shrine

Trial Name	Treasure Che	Enemies
Blessing of Laulu	st Diamond	None

This temple is located at the center of the North Lomei Castle ruins, which is the diamond-sh aped maze in the northern part of the map. The method to unlock it can be referenced in the mini-challenge 'The North Lomei's Pre' on page 102.

Words.

The shrine itself is a freebie type, with no enem ies or traps, just open the treasure chest and leave.

Temple of Mayauhiu

Trial Name	Treasure Chest	Enemies
Combinations	Large Zonai Energy	Soldier Construct ×1

This temple is located within the Forgotten Shrine. Initially, there are two immovable combination blocks and two movable blocks. We need to use these two movable blocks to form the shape of the combination block on the left from the one on the right.

② You will encounter a soldier-type Golem ahead; its weapon can shoot fire, so approach from a distance. Decision.

You can see the endpoint ahead. There is a treasure chest on the high platform to the right; you can use the blocks to create a path to the high platform.

④ The next steps are the same as step ①; you need to use three blocks and the combination block on the right to create a combination block that looks exactly like the one on the left. The difficulty is not high.

OTY Nouda Shrine

Trial Name	Treasure Chest	Various Gole
Solo Battle Medium	Life Potion	ms ×7

This temple is located in the cave of the Koukupi Snowfield, south of the Birdwatching Tower in the Tzitzit zi Snowfield. To reach the temple, you need to cross the icy lake.

Upon entering the temple, Link will lose all his belongings (except for special abilities) and must start from scratch to fight the enemies. In the arena, There are flame fruits, electric fruits, and leaves that can be utilized. There are several archers among the enemies; you can hide near the high platform, making the archers less of a concern.

This temple has batteries and propellers; friends who want to have some fun can take note of this.

OYS Qiu You You Temple

Trial Name	Treasure Chest: L	No enem
Fire-blocking Object	eft Naniuum's Spear	ies

This shrine is located in the Hyrule Ridge; press the mechanism at the back, and the door will open.

North.

After passing through the door, on the high platform to the left ahead, use flames to shrink the ice block, then there is a treasure chest. Move the ice block over to use as a stepping stone.

You can then climb up to open it. After obtaining the treasure chest, use the diagonal airflow to directly deploy the glider and fly across the chasm.

③ Use an iron plate to block the flames, ensuring that the ice block does not shrink. Then remove the ice block, take away the iron plate, and install the iron plate onto the ice block.

After that, slide the ice block down the adjacent spike passage, allowing the iron plate to be returned to the starting point. Then use the iron plate to block the flames at the starting point, allowing the ice block to press down on the mechanism below, which will open the door before the endpoint.

06 'Gataqisa Temple

Trial Name	Treasure Chest》G	《Enemies of vari
Ride the wind	olem's Strength	ous types of Go m X3

This shrine is located near Lito Village, and it will be much easier if the player already has the gliding suit.

The process in front of the temple involves gliding using wind power, first moving forward and then downward. When going down, using the diving suit makes it much easier. You arrive at an area with three enemies standing on three platforms.

On one of the platforms, there is a treasure chest. Due to the presence of an updraft, the items dropped by the enemies will not fall into the abyss but will be blown to the upper level, so there is no need to worry. After flying into the gap between the other two platforms, you can use the updraft to ascend all the way to the endpoint.

047 Ikatak Shrine

Trial Name	Treasure Chest	No enemi
Blessing of Laulu	Large Capacity Battery	es

This temple is located to the south of Lito Village. Upon approaching the temple, it was discovered that the crystal was missing. Following the instructions, I searched the area and found the crystal in a large hole in the ground not far away. After jumping down the hole, I found myself in the cave of Giza's crater. First, I took out the enemies here, and then I built...

Use a vehicle like a hot air balloon to assemble the crystals and bring them to the ground. Finally, transport the crystals back to the temple to enter normally. This temple is a freebie type, with no enemies or traps, allowing you to simply open the treasure chest and leave.

098 'Ioun Orok Shrine

Trial Name	Treasure Chest	No enemies
Select Size	Wooden Arrows ×10	

This temple is located in a cave west of Kukuja Valley at the Tabontar border. After entering the cave, walk forward, jump down from the high platform, and you will see two giant statues. In this area, there is a massive stone wall; after breaking it, head north and break another stone wall to see the temple.

①Place the large iron ball on the slope, allowing it to roll down and hit the target ahead, which will open the door.

②Assemble two iron balls together and place them in the center of the slope, so that the iron balls do not veer off course. After hitting the target ahead, the door will open.

③Assemble the large, medium, and small iron balls together. Together, lean against the high platform with the treasure chest, then activate the Ascend ability under the iron ball to effortlessly open the treasure chest.

④Assemble the three iron balls in the order of the large iron ball on the left, the small iron ball in the middle, and the medium iron ball on the right, then place them on the curved slope. This arrangement will cause the set of iron balls to slide out in a strange arc to the right and hit the target, thus opening the door to the endpoint. There is also an alternative solution, which is to assemble the large iron ball on the left and the medium iron ball on the right together, and then place them on the curved slope. If you find the three-ball assembly too difficult, you might want to try this two-ball assembly solution.

049 Eurom Wakka Shrine

Trial Name	Treasure Chest	Enemies
Launchable object	Ruby	None

This shrine is located southeast of the White Quill Newspaper. Due to the fact that rockets can be infinitely spawned at the entrance of this shrine, it is extremely popular among players.

① Place the rocket on the slope to the left; once the rocket is launched, it will hit the target, and the door will open.

② Bring one rocket to the next area; here we will use the rocket's thrust to propel the minecart up the nearly 90-degree vertical track ahead. Just attach the rocket to the minecart like a fan machine. After reaching the upper level, there is a treasure chest on the high platform in the corner. Despite the impressive height, you can easily fly up using a rocket shield (a shield built with leftover materials that has a rocket attached).

④The normal process next is to use a rocket to launch the minecart down the slope, but actually, you can just jump from the high platform where the treasure chest is located and glide to the finish.

OSO 'Makluchisa Shrine

Trial Name	The might of t	Enemies
Combat Guidance: The Essence of Archery	he treasure chest golem	Captain's Golem ×3

This shrine is located near the Tabanta Bridge Stable.

This shrine is a tutorial level, and victory can only be achieved by shooting the enemies in the head with a bow and arrow; other attack methods are ineffective. The heads of the Captain's Golem are the three eye-like objects on top. At the beginning, you only need to face one golem and hit its head.

Two golems will be added after the battle. Next, simply hit their heads with arrows to eliminate them. If you struggle with archery, you can use the Ascend ability to reach a high platform, jump, and activate Link's time. After defeating all the enemies, the door to the endpoint will open, and a treasure chest will be inside.

OSI « Gassasa Shrine

Trial Name	《 Treasure》 La	Enemies
Timing Cut	rge Zonau Energy	None

This temple is located to the west of the map.

① Shoot the rope holding the iron box, then step on the iron box to cross the trench.

② Use the Ultrahand to lift the iron box and hold it at the highest point for a while, then cancel the Ultrahand and activate the rewind ability on the iron box.

Wait for the iron box to fly to the highest point, then go underneath the iron box and use the Ascend ability to reach the top of the iron box, allowing you to access the upper platform.

③ Connect two iron plates end to end to create a bridge across the trench. Then lay down the iron plate bridge.

Go to the treasure chest hanging to the right ahead; by shooting the rope, you can open the chest.

④ After obtaining the treasure chest, turn 180 degrees to see another treasure chest hanging in the air. Since there is no support point under the treasure chest, it is not possible to directly set up an iron plank bridge. We need to attach an iron box at one end of the iron plank bridge so that it won't fall due to weight issues. After shooting the rope above the treasure chest, from

obtain a small key from the treasure chest. Use the small key to open the nearby door and reach the final area.

⑤ We need to transport the large ancient ball into the pit on the ground, but it is not possible to simply shoot the rope above the large ancient ball. Here, we first need to activate the reverse gravity on the large ancient ball, then shoot the rope, and afterwards use the ultimate hand to drag the large ancient ball away. Once the large ancient ball is in the pit, the door leading to the endpoint will open.

OS2 "Zirakawaka Temple"

Trial Name	Treasure Chest 22	No enem
Overlapping Passage	Magic Wand	ies

This temple is located directly west on the map, to the west of the Dragon's Tear 6. The temple is surrounded by water, which contains thorns, so it is recommended to approach from the air.

① When you arrive at the metal net box, look up to see a metal grid on the ceiling. After activating the Ascend ability, you will be able to see the treasure chest of this temple.

② After opening the treasure chest, use Ascend to reach the upper level, where you'll see the finish line. In a normal playthrough, you would return to the lower level, bring up the two metal mesh boxes, and combine them with the iron box here to create a path to the finish line.

On the platform road. However, there is an easier method: use Ultrahand to lift the iron box and hold it at the highest point for a while. Then, cancel Ultrahand, use Recall on the iron box, and come to the bottom of the iron box to activate Ascend. This way, Link will appear on top of the iron box, and then you can directly jump onto the platform to clear the level.

OS3 Sonapano Shrine

Trial Name: Fra	3 Treasure Chests	No enem s
gmented Passage	en Arrows ×5	

This temple is located on Mount Satori.

① Activate the Ascend ability to reach the upper platform. There are two chests on the left and right; the chest on the left can only be moved left and right, and there is also a treasure chest on top of it. We just need to stack the two chests in a staggered manner, and then activate the Ascend ability to open this treasure chest.

On the central high platform, activate the Ascend ability to directly reach the top layer of the block, allowing access to the final area.

② After dealing with the treasure chest, place the iron box below the platform where the endpoint is located, then use the Ascend ability to reach the left platform, and glide to the top of the iron box. Activate the Ascend ability on top of the iron box to directly reach the area before the endpoint.

OSY Sinakawak Shrine

Trial Name	Treasure Ches	Enemies
Floating Objects	t Opal	None

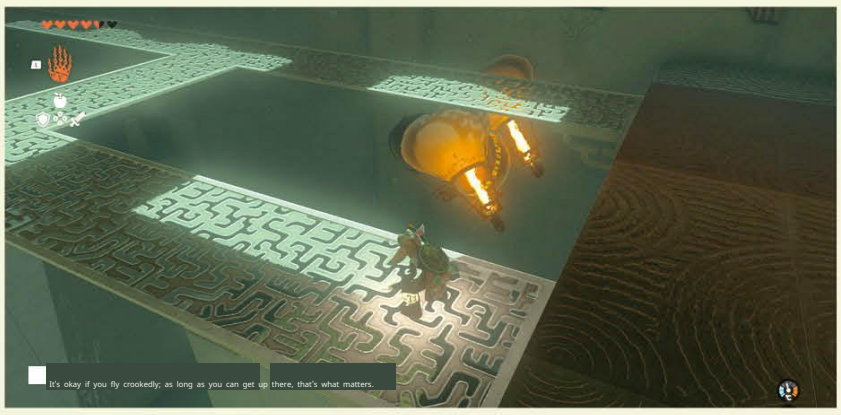
This temple is located near the New Marita Station in the Hyrule Ridge.

① Observing the surroundings reveals a hint: a hot air balloon combined with a candlestick can take off. Simply attach the hot air balloon to a wooden board, have Link stand on the board, and then use the Ultrahand to grab the candlestick to ascend to the upper level.

② The door ahead is tightly closed. Observing above the door, you will find a mechanism on the ceiling. Just let the ascending hot air balloon hit the mechanism, and the door will open. This time, there's no need for a person to go up; just use the hot air balloon with the candlestick.

③ In front is a huge room with two closed doors; one leads to the endpoint, and the other leads to a treasure chest. Between the two...

There are two pits, one large and one small, on the ground in front of the fan door. To open the corresponding door, you need to bring the large and small ancient balls from the lower platform and place them in the pits. The large pit corresponds to the treasure chest door, while the small pit corresponds to the endpoint door. The endpoint door is quite simple; you can use a combination of a hot air balloon, a candlestick, and a wooden board to transport the small ball up. The treasure chest door is relatively more complicated because the candlestick cannot carry it. At this point, you need to consider the four fire dragon heads. Simply attach 2 to 3 hot air balloons directly to the large ball, then attach the fire dragon heads one by one below the hot air balloons, and the large ball will be able to take off. After that, Link can climb the ladder to the upper level and use the Ultrahand to pull the large ball over.



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OS5 Tachiihabano Shrine

Trial Name	Treasure Chest	No enemies
Blessing of Laulu	Large Zonai Energy	

This shrine is located in a cave on Mount Labra, next to some poisonous monsters, so be careful not to disturb them when approaching.

Normally, this should be the earliest thing everyone encounters.

You will encounter 'Loru's Blessing' here. There are no enemies or mechanisms, and the treasure chest is on the main path, so you won't miss it.

OS6 Runakit Shrine

Relic Transportation Trial	Treasure Chest	No enemies
	Chest Golem's Strong Bow	

This shrine is located west of the Rabella Wetlands Skyview Tower.

The shrine's structure is very clear. The goal is to transport the large ball from the distant high platform to the pit in front of the final gate. The treasure chest is on another high platform at the opposite end.

① First, go to the high platform where the large ball is located and move the ball onto the track, so that the ball will roll to the next area. ② Attach the 4 sticks.

There is a treasure chest on a high platform. Use the iron plate to create a path, then climb the ladder to open the treasure chest. Afterwards, use the materials on the field to create a closed cube to ensure it does not fall off the rails. Then, stick the large ball on top of it, so you can use the track to send it over. A small tip is to first create a three-sided cube, then send it onto the track, and finally close the fourth side.

Equip two long sticks and attach them to the large ball, creating a palanquin-like shape turned sideways. This allows the large ball to slide on the track to the next area.

③ A certain part of this area

OS7 Theanmatien Shrine

Trial Name	《 Treasure》 Large Zonau Energy	Enemies
Blessing of Laulu		None

This shrine is located northwest of Hyrule Castle, separated by water, and requires entry from the Elm Hill Well. The space below the well is large, and although the structure is not complex, it is pitch black. There is a large body of water in front of the shrine; be mindful of your stamina.

It's recommended to build a raft.

This shrine is a freebie; there are no enemies or mechanisms.

Just open the treasure chest and leave. It is recommended to come here as early as possible.

OS8 Qikakuen Shrine

The Trial Name	Treasure	No enemies
e: Illuminate the Darkness	re Chest Amber, Zonaite Bow, Small Key, Luminous Stone, Opal	

This shrine is located southwest of the Deiblom Ruins Skyview Tower.

The end of this shrine is to the right of the entrance, but you need to find a small key to open the door. The shrine is quite dark, the easiest way to deal with this is to throw Brightbloom Seeds. Equipping the mining set is also a good idea.

Initially, go to the left and after seeing the spiked plank, go to the right. Use Ultrahand to pull out a brick from the wall to find a treasure chest (Amber). Return to the place where you saw the spiked plank and go forward to see a fork in the road. One of them is a dead end with infrared traps, where there is a treasure chest (Opal); the other path has...

There are two moving spiked platforms, and there's a hole in the ceiling nearby. Use Ascend near the hole to find a treasure chest (Zonaite Bow).

Jump down from the hole and continue forward. After passing one moving spiked platform, you'll reach a dead end, but there's a brick on the ground that you can pull up with Ultrahand. Inside is a treasure chest (Small Key).

Return to where you jumped down from the hole and proceed on the other side. After passing two moving spiked platforms, you can find a treasure chest (Luminous Stone).

060 Kikakkuk Shrine

Trial Name	3 Treasure C	No enem s
Between a Rock and a Hard Place	hests: Zonai Greatsword	

This shrine is located north of the Great Hyrule Forest, across the lake.

① When the small ball falls onto the large gear, activate Recall, and the ball will safely fall from the other side. Then, place the ball into the hole on the ground, and the door will open.

② After entering the door, you will see one large gear and one crank mechanism. The treasure chest in this shrine is very hidden: use Ultrahand to turn the crank, rotating the gear counterclockwise. Then, stand on the gear and activate Recall, and the gear will rotate clockwise, bringing Link to the hidden area below, where the treasure chest is located. ③ Use Ascend to return, then use Ultrahand to turn the crank, rotating the gear clockwise. Then, stand on the gear and activate Recall, and the gear will rotate counterclockwise, allowing you to reach the end.

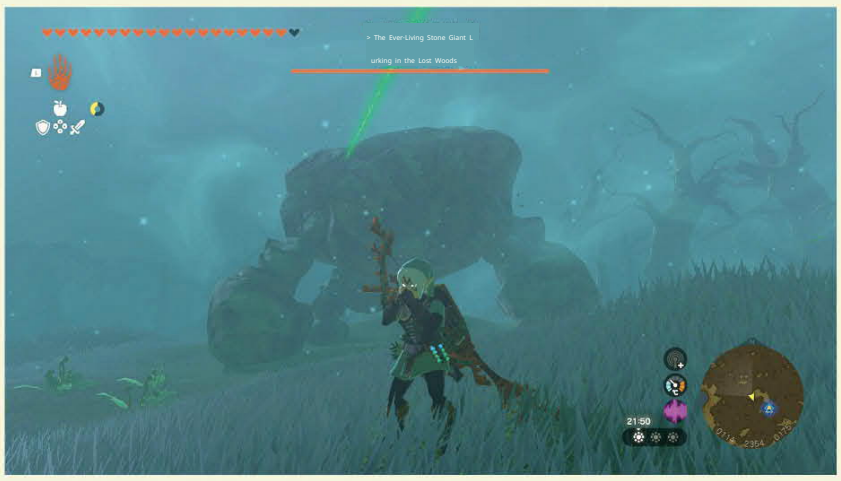
061 Seiken Pomara Shrine

Trial Name	Treasure Ches	Enemies
Blessing of Laulu	t Diamond	None

This shrine is located in the Korok Forest. First, teleport to the center of the forest, then follow the path north, and you will see Azuki. After talking to him, the shrine challenge "No Entry Allowed?" will be triggered. Here, you need to follow the blue stealthfin hydro melon, otherwise you will be forcibly teleported back. There are also many enemies along the way.

After activating the shrine, I found that the crystal was missing. Following the light's guidance, I discovered that the crystal had become the core of a Stone Talus. After defeating the Stone Talus, I was able to bring the crystal back.

This shrine is a freebie; there are no enemies or traps, just open the treasure chest and leave.



OS9 Minetakaka Shrine

Trial Name	Treasure Chest	No enem
Blessing of Laulu	Large Capacity Battery	ies

This temple is located in the cave of the Ebon Peak Highlands, north of the Deibran Ruins. The cave contains many enemies, and several areas require lighting. Although there are some enemies in the cave, defeating them can yield Korok seeds from treasure chests.

The shield and the forest folk's spear. The latter allows sticky fruits to be used repeatedly, which is very practical. This shrine is of the freebie type, with no enemies or traps, just open the treasure chest and leave.

Evan Poe Highlands Cave Location

062 Pupunke Shrine

Trial Name	Treasur	No enem
Blessing of Laulu	e Chest: Zonaite Longsword	ies

This shrine is located in Korok Forest. First, teleport to the center of the forest, then follow the path east, and you will see a crystal and Dabidami. After talking to him, the shrine challenge "Pretty Stone and Golden Apple" is triggered. Dabidami asks for 5 golden apples in order to give the crystal to Link. If you don't have that many... Apples can be found in the northeastern Mid Swamp, where there are golden apple trees. The location will be marked on the map. After obtaining the crystal, follow the light's guidance for a few steps to find the shrine.

This shrine is a freebie; there are no enemies or mechanisms. Just open the treasure chest and leave.

063 Musanokir Shrine

Trial Name	3 Large	Enemies No
Wobbly	Zonai Charges	ne

This shrine is located in the center of the Great Hyrule Forest.

① Attach the small ball connected to the drawbridge to the iron box on the opposite side of the moat, so you can cross the drawbridge.

② Connect the iron box to the small ball suspended in the air, and then use Ultrahand to pull the iron box up. After canceling Ultrahand, the iron box will hit the target, opening the door to the next area.

③ Immediately after entering the door, you can see a treasure chest on the high platform on the right. Here, you only need to move the original Attach the wood to the moving platform, then climb up the log onto the moving platform, and glide to the treasure chest.

④ After obtaining the treasure chest, attach the log to the top of the moving platform, creating a battering ram shape. Then, attach the iron box to the small ball below the moving platform. Use Ultrahand to lift the iron box high and then release it. The inertia of the iron box will propel the moving platform towards the target. Once the log hits the target, the door to the end will open.

064 Ninjish Shrine

Trial Name	Treasure Chest	No ene
Blessing of Laulu	Golem Bow	mies

You can first teleport to the center of Korok Forest, and then get a hint from Makamak in the south to trigger the shrine challenge "Makamak's Treasure Location." It turns out that this shrine is located in Korok Forest, but you need to descend from the sky island to reach it.

This shrine is a freebie; there are no enemies or mechanisms. Just open the treasure chest and leave.

06S Ikooj Shrine

Trial Name	3 Treasure Chests	Enemies
Ascend and Descend	Zonai Shield	None

This shrine is located near the Woodland Stable.

① Step on the mechanism on the ground to move the platform to the other side and back. After getting on the platform, use Recall on the platform to reach the other side.

② A metal mesh box will fall from the sky ahead. First, use Ultrahand to move it to the right side, so you can climb onto the box to obtain the treasure chest. After obtaining the treasure chest, wait for the box to fall from the sky again, climb onto the box, and then use Recall to reach the high platform.

③ Ahead is the final mechanism of this shrine. The logic here is that after stepping on the mechanism, a pillar will pop out quickly. The pillar pops out

If Link stands on the pillar, he will be bounced high, allowing him to glide to the end with the paraglider. First, use Ultrahand to pull out the metal mesh box, and then use the box to press down the mechanism. After that, use Recall on the box, then Link quickly stands on the pillar and cancels Recall. If the box lands on the mechanism, you can clear the stage. You can figure out the trajectory of the box yourself; the easiest way is to lift it high and drop it.

066 Timawak Shrine

Trial Name	Treasure Chest	Enemies
Against the Current	Zonai Charge 盾	Soldier Construct (Medium) ×1

This shrine is located in the Eldin Canyon Crevasse, north of the Lookout Landing Skyview Tower. The door in front will open.

① Use the stone slabs on the lava river to cross.

② After defeating an enemy with a bow and arrow, use Recall on the stone slab on the right lava river to reach the platform where the ancient orb is located. There is a treasure chest behind the ancient orb, which can be obtained by building a bridge with the stone slabs on the lava river. Afterward, use Ultrahand to lift the ancient orb, watch for the right moment, step onto the stone slab and go downstream to return to the main path, then place the orb into the ground.

③ There is a very wide lava river before the end point. Here, we first use the fan to reach the upper level and obtain the faucet. Next, we need to use the faucet and the stone slabs generated by the lava reaction to build a path. Since we are exactly against the current, the straighter the path, the better, otherwise it will be washed askew.

By the way, there is a hot spring near this shrine where you can recover hearts after taking damage.

■ Step ②: Obtain the treasure chest.

Disassemble the roller from step ② and assemble it into a six-wheeled vehicle, which provides a more guaranteed length. Use Ultrahand to pull the assembled six-wheeled vehicle to the opposite side and then pull it back. Then, have Link stand on the six-wheeled vehicle and activate Recall, so that the six-wheeled vehicle will follow the previous trajectory to the opposite platform. Repeat twice to pass these two lava rivers.

④ Use Ascend to reach the upper platform and take out 1 enemy. Observe this area, and you will find a treasure chest on a high platform in the corner. Prop the four-wheeled vehicle on the ground at an angle against the

You can climb onto the high platform to open the treasure chest.

⑤ Next, only the door to the finish line remains. Here, you need to deliver enough small balls to the recessed mechanism in front of the door. As long as the weight is sufficient, the mechanism will be pressed down, and the door will open. Attach the arc-shaped board on the ground to the four-wheeled vehicle to create a simple forklift. Then, use the forklift to shovel as many small balls as possible. It won't take long to open the door.

■ The forklift in Step ⑤.

067 Marakuguc Shrine

Trial Name	Treasure Ch	《Enemy》 Soldie
Dashing Item	est Golem's Strong Bow	r Construct ×1

This shrine is located on a mountain near Goron City.

① There is a folding metal bridge in the trench. Use Ultrahand to pull it up and attach it to the opposite side to reach the platform ahead. ② This platform has a pair of rollers and a folding metal bridge. The folding metal bridge can only be unfolded forward because its base is fixed. Connect the rollers to the head of the folding metal bridge,

Then send the roller to the opposite platform. Due to distance limitations, the roller cannot reach directly, but you can first lift the roller to a high altitude and let it fall, then use Recall on the folded metal bridge, then walk up and jump in the high altitude, so you can pass.

③Next, there are two lava rivers. Here, you need to assemble the rollers into a vehicle. You can put

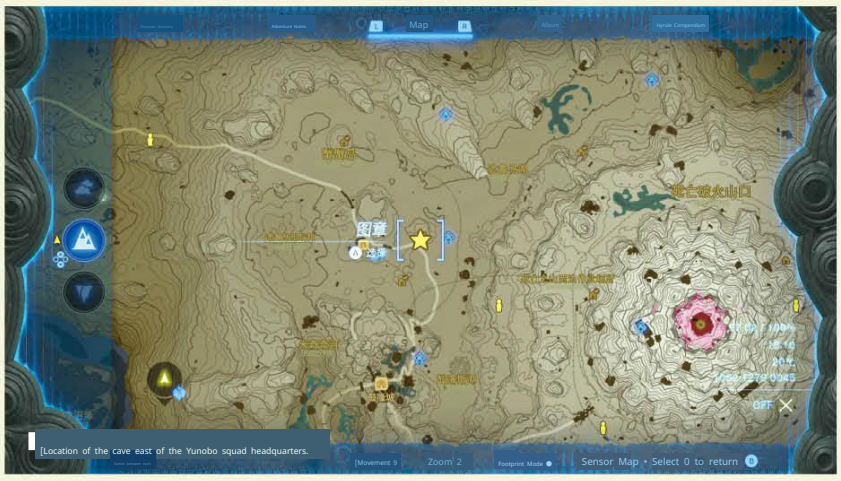
068 Ishishime Shrine

Trial Name	Magic Sc	Enemies
The Fight Against All Odds - Reversed	epter Chest	Various Golems ×5

This shrine is in a cave east of the Yunobo HQ, blocked by a pile of rocks. Clear the rocks to access it.

After entering, Link will lose everything he has (except for special abilities) and can only start from scratch and fight enemies. There are many timed bombs in this shrine, with a wide explosion range. If an enemy throws one at you, you can use Recall to send it back and blow them up. However, most of the time, the enemies will just bomb randomly. There are many un-

Small rocks can be blown up, and there's some equipment inside. It's recommended to use Recall to take out the two enemies guarding the bomb pile first, then lure the remaining enemies over and eliminate them one by one. The treasure chest is before the end point, you won't miss it.



Location of the cave east of the Yunobo squad headquarters.

069 Mayakoko Shrine

Trial Name	Treasure Chest	No enemies
Moment of Falling	Large Zonai Energy	

This shrine is located in the far north of the map.

① Hitting the yellow mechanisms on the ground changes the position of the mechanisms, but the duration is limited, so you need to aim for the right timing. First, use the launching mechanism on the left to reach the high platform, and then put the large ball into the track. After that, return to the yellow mechanism and hit it when the large ball is about to fall. This will cause the large ball to hit the mechanism on the ground, and the door in front will open. Use the launching mechanism to enter the door and proceed to the next area.

② The next area also has a yellow mechanism, and the principle is the same. To the left of the yellow mechanism, a treasure chest is suspended by a rope high in the air. On the ground to the right, there is a launching mechanism. Use it to reach another high platform with a launching mechanism. After launching again, you will see the area with the large ball. Put the large ball into the track again, and then quickly return to the yellow mechanism, using a dive is recommended. While doing this, you can also shoot the rope suspending the treasure chest with an arrow, so that the treasure chest will fall into the pool below. When the large ball is about to land, immediately hit the mechanism, and the large ball will hit the mechanism on the ground, opening the door to the end point. If you feel it is too difficult to handle both the treasure chest and the large ball at the same time, you can complete it in two steps.

070 Jiotaqiou Shrine

Trial Name	Treasure Chest	No enemies
Blessing of Laulu	Magic Scepter	

This shrine is located on Crabby Island, north of Yunobo HQ. Inside, there are minecarts and fans readily available. Combine them and ride. When the minecart reaches a track switching lever, attack it with Yunobo or an arrow, otherwise the minecart will cycle repeatedly. After attacking the switch, pay attention to the right side of the minecart's direction. Soon, you'll see a branch passage with the shrine; jump out of the minecart quickly at this point.

This shrine is a freebie; there are no enemies or mechanisms. Just open the treasure chest and leave. Since the temperature is high here, it is recommended to come with some means of flame protection.

071 Shibe Ni'tah Shrine

Trial Name: Key	Treasure Chest	Enemies
to Connecting Roads	re Chest: Zonai Glee Club	None

This shrine is located north of Death Mountain.

This shrine has only one area, featuring a massive pillar that rotates slowly. The pillar is divided into several sections. Use Recall on the lowest or highest section to align the lowest and highest sections vertically. Then, use Ascend to reach the top of the pillar.

Reaching the end is a piece of cake.

But don't forget to grab the treasure chest before you leave. At the top of the pillar, walk down through the circular opening, then drop down one level to find the chest.

072 Shrine of Heatzumo

Trial Name	The might of t	Enemies
Manipulated Object	he treasure chest golem	Soldier Construct (Medium) ×1

This shrine is located near Death Mountain.

① Use the existing four-wheeled vehicle to drive across the lava lake. There is a pit on the land ahead. Drive to the right here, and you can see an Ancient Sphere on the high platform above the passage. Park, take the Ancient Sphere, and then transport it to the pit to obtain the treasure chest from the hidden door.

② Climb up the ladder near the treasure chest and glide to another platform. After defeating 1 enemy, remove a control stick from the four-wheeled vehicle and install it on the plane next to it. Then, put the plane on the track and control it to fly forward first, then to the left, to reach the end.

073 Momosika Shrine

Trial Name	Large-capacit	No enemies
Blessing of Laulu	y battery in a treasure chest	

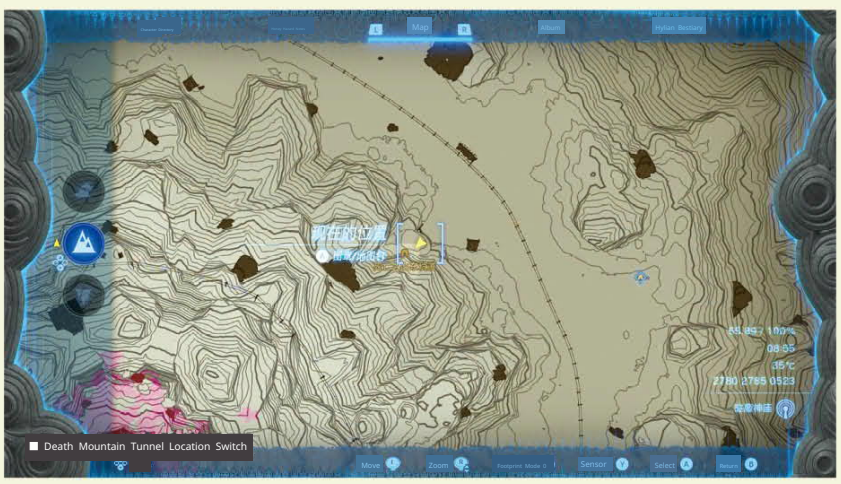
This shrine is located east of Death Mountain. Upon arriving, you'll find the crystal is missing. Follow the light's direction; the crystal is not far to the west.

It's inside the Death Mountain East Mine. Enter the mine and build a mine cart. Drive it to the opposite high platform, and you'll see the crystal. However, the crystal is being melted.

The lava giant is the core, so you have to defeat it first.

After winning, put the crystal on the minecart and return along the original path, then transport the water crystal back to the shrine.

The shrine itself is a freebie type, with no enemies or traps, just open the treasure chest and leave.



■ Death Mountain Tunnel Location Switch

079 Moshapin Shrine

Trial Name	Treasure Chest	Enemies No
Blessing of Laulu	The Sturdy of Zonanium 盾	ne

This shrine is located in a cave on Lake Ufin, south of Death Mountain. The temperature inside the cave is extremely high, so you need to equip fire-resistant armor. After entering the cave, defeat a few Horriblins and you will see two piles of rocks. Blow up the eastern pile to reveal the crystal. According to the light's direction, the shrine is on the other side of the lava lake. There are faucets nearby, so you can slowly create stone slabs to cross over.

A simpler method is to build a plane and transport the crystal, but Link will instantly die if he touches the lava, so be extra careful. After transporting the crystal to the other side of the lava lake, you will quickly see the shrine.

The shrine itself is a freebie type, with no enemies or traps, just open the treasure chest and leave.

■Location of Ufinn Lake Cave

OZS Mayaumekis Shrine

Trial Name	Treasure Chest	《Enemies》 Variou
The Lonely Warrior's Path Tracking	Top-Tier Captain Construct Spear	s Constructs ×8

This shrine is located near the South Akkala Stable.

Upon entering the shrine, Link will lose all his possessions (except for special abilities) and must start from scratch to fight enemies. This battle is very interesting, with a strong enemy lineup, but the arena is full of homing carts, cannons, lasers, flame heads, spike panels, and other deadly weapons.

Simply assemble these weapons and homing carts together, and they will automatically attack the enemies. All we need to do is lure the enemies over, and then we can hide and watch the show. However, since the homing carts and weapons are scattered throughout the arena, there is some risk involved in installing them. Therefore, if your heart container limit is too low, it is not recommended to challenge this shrine early.

076 Qama'atz Shrine

Trial Name:	3 Zonai Ga	No enem s
One-Hit Wonder	non Greatsword Chest	

This shrine is located near Skull Pond in the northeast of the map.

After entering the shrine, there is a treasure chest in the left room, the endpoint is on the right, and a puzzle needs to be solved in the middle. Here, we first complete the puzzle in the middle. After assembling the iron box to the joystick above, pull the iron box to form a pendulum, and send the ancient orb into the pit on the opposite platform to open the door to the endpoint. The yellow mechanism on the ground is used to reset the ancient orb.

After opening the door leading to the end, you'll arrive in the room on the left. The puzzle here is the same as before: use the iron boxes to create a pendulum and swing the ancient...

Send the ball into the hole. However, this time the platform is moving and much smaller, making it more challenging than before. Players need to adjust the height of the metal box themselves; it can't be too low or too high. Successfully getting the ancient ball into the hole on the moving platform will open the door to the treasure chest.

■ When facing moving platforms, calculate the lead time.

077 Qima Ya't Shrine

Trial Name	Treasure Chest	Enemies
The Lonely Survival: Smash	Superior Captain's Blade	Various Golems ×6

This shrine is located north of Death Mountain, near the edge of the map. A large stone slab will fall. Use Ultrahand to move the large stone slab to the stone of the central platform. After entering the shrine, Link will lose all his items (except special abilities) and must start from scratch to fight enemies. You can use Ascend to reach the left platform first and attach spiked balls to your weapons to defeat the 3 enemies on the ground more easily. Then, destroy the stone pillar supporting the right platform.

Near the pillar, cancel Ultrahand and use Recall on the large stone slab repeatedly. After several times, the stone pillar will shatter, and all the enemies on the central platform will be instantly killed by the water.

After defeating all the enemies, you can go to the end. The treasure chest is right before the end, so it's hard to miss.

078 Iga Shuk Shrine

Trial Name	4 Large Zonaite C	Enemies
Blessing of Laulu	harges in the Treasure Chest	None

This shrine is located on Lomei Island, which is part of the mini-challenge "Lomei Island's Prophecy."

It's the rectangular maze in the northeast corner of the map. Refer to page 102 for unlocking methods.

The shrine itself is a freebie type, with no enemies or traps, just open the treasure chest and leave.

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079 Rasiwak Shrine

Trial Name: Floating Power	Treasure Chest: Magic Scepter	No enemies

This shrine is located in the northeast of the map.

Corner.

① Place the spherical floating object under the movable platform, then shoot the rope to make the movable platform move up and down. Watch for the right moment, and when the movable platform descends to its lowest point, jump on it, then use the glider to reach the other side.

② Detach the spherical floating object and attach it to the bottom of the half-section of the suspension bridge. This will cause the suspension bridge to swing up and down. Walking onto the suspension bridge will allow you to easily Go to the opposite side.

③ Assemble two spherical floating objects and one fan to the slab to form a boat. Use the boat to cross the water ahead. Note that there is a treasure chest hanging in the air on the left. You can shoot the rope with an arrow first, then move the boat closer to the treasure chest and use Ultrahand to pull it up.

④ After crossing the water, place the boat you just used directly onto the mechanism, and the door to the finish line will open.

080 Joju-u Shrine

Trial Name: Extraction of Courage	Treasure Chest: Zonai Bow, Large Zonai Charge	No enemies

This shrine is located northwest of the East Akkala Stable.

There is only one area here. To the right is the door to the end, which requires placing an Ancient Sphere into the hole on the ground to open. On the left, on a high platform, there is a treasure chest. Simply pull out one of the metal bars and angle it to form a bridge to obtain it. In front, there is a mechanism similar to pulling out blocks. We need to transport the Ancient Sphere out while also...obtaining the treasure chest inside. When the Ancient Sphere falls into the abyss, the blocks will reset. You can wait for the Ancient Sphere to fall and then activate Recall, then switch to Ultrahand to pull the Ancient Sphere away. As for the treasure chest, as long as the height is sufficient, you can directly pull it out with Ultrahand. Note that the blocks themselves cannot be climbed, but you can build a ramp with a metal bar to get close.

081 Shinatani Kaka Shrine

Trial Name: Combat Training: The Essence of Stealth	Treasure Chest: Stealth Elixir	Enemies: Captain Construct ×1

This shrine is located northeast of the Ulri Mountain Skyview Tower.

This shrine is a tutorial level for stealth attacks. Enemies can only be defeated by using stealth attacks; other attack methods are ineffective. Furthermore, Link must not be discovered by the enemies, or he will have to start over.

This battle is divided into two phases. The enemy in the first phase will not move. You can determine where it is looking based on the direction of the red light emitted from its head. A successful sneak attack will trigger the second phase, at which point the enemy will move along It moves around the four corners of the area. Just find a corner to crouch in and sneak attack it as it passes. If the player has the Yiga Clan set or the Stealth set, it will be much easier. The treasure chest in this shrine is before the end, so I believe everyone will find it.

082 Kishinona Shrine

Trial Name: Power of Wind	The might of the treasure chest golem	Enemies: None

This shrine is located near Foothill Stable.

This shrine has only one area. There is a treasure chest on the high platform on the left. Simply place a fan device below it and use the wind power to obtain the treasure chest.

In the center of the area, there is a circular mechanism. Our goal is to use wind power to activate all the devices around the mechanism. Simply install two fan devices at a 180-degree angle, ensuring that the wind direction from the fan devices is consistent (either both clockwise or counterclockwise) and tangent to the circular mechanism. This way, when the fan devices are activated, the circular mechanism will rotate at high speed, opening the door to the finish line.

083 Gemi Mikka Shrine

Trial Name	Treasure	Enemies No
Rotational Force	Chest: Zonai Strong Construct 盾	ne

This shrine is located in the center of Machts Peninsula, near Dragon Tear #12. Machts Peninsula is the spiral-shaped area at the edge of the map. If players have already triggered Dragon Tear #12, they can often come here to collect Silent Princesses.

This shrine has only one area. As for the treasure chest in this shrine, it is still on the high platform on the front right (relative to the direction you are facing when entering, the same below). First, install the propeller onto the central device. Then, in the air, repeatedly approach and move away from the updraft, and after the height is sufficient, glide over to open the treasure chest. Form a circuit on the ground with a metal plate. If you stay in the updraft of the rotating propeller, the height will not be enough.

Airflow. Use the updraft to reach the high platform on the front left and carry a fire dragon head down. Then, disconnect the circuit, attach the fire dragon head to the propeller, and restore the circuit. This will cause the rotating fire dragon head to light all the candelabras, thereby opening the door before the end point.

If there's a ceiling, you can use Ascend to pass through the room. The question is how to get as close to the ceiling as possible. Since the player should have turned many times to collect all the treasure chests, it is recommended that the player exit the shrine and start again, which is easier to describe.

Let's start over. 1. First, hit the mechanism outside the room once, and then enter the room.

2. Inside the room, shoot the mechanism outside the room once, so that you only need to manage the mechanism inside the room from then on.

3. Our goal is to reach the treasure chest, and the final destination is just ahead. There is a vertical platform that doesn't touch the edges. Use Ascend to reach this platform first, which is next to the treasure chest.

4. Shoot the mechanism in the room while on the platform. After it starts rotating, move to the right side facing the treasure chest. At this point, Link will be standing on the platform turned horizontally.

5. Shoot the mechanism in the room while on the platform. After it starts rotating, continue moving to the right. At this point, Link will be standing on the plane perpendicular to the treasure chest.

6. Use Ascend to pass through the ceiling and exit the room.

085 Jochisihi Shrine

Trial Name	《Treasure Chest》 Di	Enemies
Blessing of Laulu	amond	None

This shrine is located near Tarrey Town. First, go to the village near the cable car and talk to Hagie. He will try to sell you a strange green stone, but of course, we can see at a glance that this is the crystal that activates the shrine. After refusing, he will lower the price to 50 Rupees, and will not lower it any further. After buying this stone, you will complete the shrine challenge "Sell This."

"A Stone". According to the crystal's guidance, we need to go to a nearby mountain hollow. Since the road is full of water, it is recommended to build an aircraft to carry the crystal over.

Once the shrine is activated, you can enter. There are no enemies or mechanisms inside, and the treasure chest is right on the main path, practically a freebie.

084 Domizuin Shrine

Trial Name: H	Treasure Chest	No enem
orizontal Passage	Zonai Charge, Zonanium Shield, Wood Arrow ×10	ies

This shrine is in the Akkala Citadel Ruins.

① Use Ascend to reach the upper level and strike the mechanism. This will cause the room to rotate horizontally when it starts spinning. Hit the mechanism in front to make the room rotate horizontally. Link will automatically fall onto the platform where the treasure chest is located. Strike the mechanism in the center of the room, and the room will rotate vertically. There are a total of three treasure chests here, two inside and one outside. The outer treasure chest and one of the inner treasure chests can be walked to and opened directly when rotated to a certain angle. As for the treasure chest inside the room, you need to figure out how to get to the top of the room next, as the finish line is there. Jumping directly from the room to the finish line is impossible, but as long as you get close.

For the other treasure chest, you need to stand near the platform it's on and then shoot it with an arrow.

086 Rasi-takiwaka Shrine

Trial Name	Magic Sc	《Enemies》 Variou
One-on-One Battle: Device Manipulation	epter Chest	s Constructs ×10

This shrine is located southeast of Hateno Village.

Upon entering, Link will lose all his possessions (except for special abilities) and must start from scratch to fight enemies. Defeating all the enemies in the shrine will clear it, and the treasure chest is located before the finish line. As the name suggests, the key to clearing the shrine is operating vehicles. The most troublesome enemy is the flamethrower soldier, but as long as you grab

The large four-wheeled vehicle protects Link from being burned due to its height, leaving only archers as a threat. Archers can be defeated with a single hit, and other enemies can be taken care of by ramming them multiple times. By the way, there's a cage in the center of the arena containing many devices. Simply use a heavy object to press the switch on the ground inside the cage to open it, making things even easier.

087 Gatanisis Shrine

Trial Name	Treasure Chest	No enemies
Alignment	Bomb Flower ×5	

This shrine is located on the east side of the map, along the Lanayru Sea coast.

This shrine has only one area and is very simple. There is an iron ball falling from above, and when it lands, it will shake the platform up and down. Just wait for the iron ball to roll near the bottom of the target, and then use Recall on the platform. The platform will shake the iron ball onto the target, opening the door before the finish line.

Next, we pass through the platform to the bottom of the target, use Ascend to get close to the treasure chest on the high platform, and then glide from the high platform to the finish line to clear the level.

088 Ihen-a Shrine

Trial Name	Treasure Chest	No enemies
Objects in the Air	Wood Arrow ×5	

This shrine is located in Mipha Court at the Lanayru Great Spring.

① Here you will learn how to use Floating Stones. Simply put, after activating a Floating Stone, it will float in the air. You can then use Ultrahand to change its position. Using this principle, you can easily build a path to the high platform.

② Connect the Floating Stone and the metal plate, and then activate the Floating Stone, so that the metal plate can also float in the air. Place the metal plate horizontally across the first abyss. You can pass through with the slab, but for the second abyss, you need to place the metal slab diagonally to reach the high platform.

③ There is a treasure chest on the high platform to the left of the abyss ahead. You can easily obtain it by pulling the metal plate from step ② over.

④ To open the door at the end, you need to transport the Ancient Sphere to the pit in front of the door on the ground. You can easily accomplish this using the metal plate from step ② and some scattered Floating Stones. Hint: The Ancient Sphere can be attached to a Floating Stone.

A 089 "Mogawak Shrine"

Trial Name	Treasur	No ene
Hydroelectric Power	e Chest: Magic Rod, Opal	mies

This shrine is located in Zora's Domain and is very conspicuous.

① First, head to the right side where you'll find a treasure chest in the water. Use Ultrahand to drag it out and open it. There's a water turbine on the right, but it's missing blades. Use Ultrahand to attach wooden planks to the water turbine, creating symmetry with the remaining blade. Then, rotate the blades to let the water impact them, which will successfully generate power.

② Drag the battery in the center of the area onto the base to charge it. Next, place the charged battery onto the base on the left to start discharging. Then, bring the two iron balls in the water as close as possible to each other, so that the current will be transmitted, and the left door will open, revealing another treasure chest. Note that the battery's power is limited, so act quickly. It's recommended to position the iron balls first before discharging.

③ Charge the battery again, and this time place it on the base next to the central elevator platform. Once the power is flowing, the elevator platform will automatically rise, and the shrine's endpoint is at the top.

090 Joniu Shrine

Trial Name	Larg	Enemies No
Blessing of Laulu	e Zonai Charge	ne

This is another extremely misleading shrine. Looking at the map, it appears to be near the Zora Plateau Skyview Tower, but it's impossible to find. Experienced players will probably guess: the shrine is in a cave. The misleading part is that neither of the two caves near the Skyview Tower is the correct one. The correct cave is the Lairs Spring, south of the Skyview Tower, which is located a bit further south of the Lairs Pond.

Upon entering the cave, you'll immediately find a crystal. Then, use the materials nearby to build a fan-powered raft and transport the crystal northwards to find the shrine.

The good news is that this shrine is a freebie; there are no enemies or mechanisms. Just open the treasure chest and leave.

091 Shrine: Mayausi's Shrine

Trial Name	Treasure Chest	Enemies No
Blessing of Laulu	Diamond	ne

This shrine is located in a cave east of Lake Boné in the Lanayru Wetlands. The cave looks like a skull on the map.

This shrine is a freebie; there are no enemies or mechanisms. Just open the treasure chest and leave. It is recommended to come here as early as possible.

092 «Jonasa Shrine

Trial Name	Treasure Chest	Enemies
	Golem's Might	Soldier Construct ×1

This shrine is located in the center of the Lanayru Wetlands.

This shrine features various floating objects. Use Ultrahand to pull the floating objects underwater and then release them. The floating objects will spring upwards, and the deeper they are submerged, the higher they will bounce. This is the meaning of the trial name 'Deeper is Stronger.' ① Use Ultrahand to press the spherical floating object into the water below the target, then cancel Ultrahand. The spherical floating object will spring up high and hit the target, opening the door to the next area.

will open.

② After entering the next area, there's a treasure chest in the water on the left. Use Ultrahand to clearly see its location, then pull it up and open it.

③ After defeating one enemy ahead, you'll see a board-like floating object. Following the method in step ①, make the board-like floating object hit the target to proceed to the final area.

④ In the center of the final area, there is a lift with some debris above it. Following the principle of "the deeper you go, the stronger it gets," use a spherical floating object to bounce up and hit the lift. After clearing the debris above, step onto the lift and use Recall on it to reach the high altitude, then glide to the finish line.

093 Karakat Shrine

Trial Name	3 Treasure Chest	No enems
Blessing of Laulu	Magic Scepter	

This shrine will only appear after completing a puzzle, so it cannot be found using the Shrine Sensor. After arriving at the location shown in the picture, you will see a Steward Construct. Talk to it to trigger the shrine quest "Dye It Black." In short, you need to make the shadow of the rotatable tower-shaped mechanism exactly cover the white mark. You can refer to the attached picture for the position.

Place a plank as shown, and then wait until morning. You'll see the shadow of the tower-shaped mechanism about to cover the mark. Wait a little longer, and you can solve the puzzle. It's not difficult once you understand the principle.

This temple is a freebie type, with no enemies or mechanisms; just open the treasure chest and leave.

094 Jojonii Shrine

Trial Name	4 Treasure Chest	《Enemies》 Various Golems ×5
The Lonely Battle: Rotation	Magic Wand	

This shrine is located in a cave on Mount Gerudo. After entering the cave, blast away the large pile of rocks blocking the path to find it.

Upon entering the shrine, Link will lose all his possessions (except for special abilities) and must start from scratch to fight enemies. Trial name:

The 'Rotation' in the name refers to the many rotating flame-jet mechanisms and gears here. You can use the flame-jet mechanisms to burn enemies, but it's risky; it's better to deal with them normally. Be aware that enemies with shields will defend against bomb arrows.

095 Zukaro Shrine

Trial Name	Treasure Chest	No enemies
Forward Force	Zonaite Sword of Might	

This shrine is located near the Wetland Stable. ① At the entrance, you can see a pit on the ground, with the goal right next to it. Go forward and jump off the platform to see an Ancient Sphere, with a pre-built vehicle nearby. Attach the Ancient Sphere to the vehicle and activate it to drive across the lava lake.

② Next, there are several ways to transport the Ancient Sphere to the high platform. We recommend placing the Ancient Sphere on the moving platform in front, then using Ultrahand to pull the moving platform to the end and then cancel. This way, after we get to the high platform, we can use Recall on the moving platform, and after it moves near the high platform, use Ultrahand to take the Ancient Sphere.

③ Ahead is a river, and you can see a treasure chest in the middle of the riverbed. Pull it up to open it. It is recommended to use Ultrahand to check, it's very conspicuous.

④ Next, you need to transport the Ancient Sphere across the river, and there are many ways to do this. The easiest way is to attach a wooden board to each of the two tires of the existing two-wheeled vehicle, and then attach the Ancient Sphere to it. After starting the two-wheeled vehicle, the two wooden boards will act like paddles, making crossing the river a breeze. After crossing the river, step on the mechanism on the ground, and the door in front will open. After entering the door, you will arrive at the entrance. Fill the Ancient Sphere into the hole to clear the stage.

096 Ra'in-Ijjo Shrine

Trial Name	Treasure Chest	No enemies
The Shape of Flight	The Sturdy of Zonanium 盾	

This shrine is located in the Gogel Hills. ① After attacking the yellow mechanism on the ground, it will turn green, and an ancient orb will roll down from a distance. Place the iron plate on the ground at an angle in the path of the ancient orb, so that the ancient orb uses the slope to roll into the pit in the distance, thereby opening the door to the next area.

② After arriving at the next area, the one on the right...

There is a treasure chest on the high platform. Connect the two iron plates on the ground end-to-end to form a bridge, so you can walk onto the high platform and open the treasure chest.

③ After dealing with the treasure chest, combine the two iron plates into a 'factory' shape, which will form a natural slope. Then, strike the mechanism, and the ancient sphere will fly from the slope into the pit in the distance, thereby opening the door to the end.

097 Oyamio Shrine

Trial Name	Treasure C	Enemy Special
Combat Training: Essence of Throwing	hest: Bomb Flower x3	Ops Captain Construct ×1

This shrine is located in Romani Plains, east of Central Hyrule.

This is a tutorial for throwing combat, featuring only one enemy and some fire fruits. In this battle, only throwing attacks can damage the enemy; other attack methods are ineffective. The easiest approach is, of course, to throw fire.

fruit. The command for throwing is to hold down the R button, then hold down the up direction key to select materials. Releasing the up direction key selects the material, and releasing the R button throws the material. Repeatedly hitting the enemy several times will secure victory, and the treasure chest is located just before the finish line.

098 « Sepapa Shrine

Trial Name	The might of	Enemies
Return Journey	the treasure chest golem 弓	None

This shrine is located near the Hyrule Forest Park Ruins.

① Use Ascend or Recall to reach the upper platform.

② The door in front is tightly closed, and there is a torch in front of the door. Light the two candlesticks in front of the door, and the door will open. In a normal playthrough, you should get on the wooden board and float upstream, lighting the torch as you pass the candlesticks in the river. After crossing the river, use the torch to light the plants on the wall, and after a while, the treasure chest above will fall down.

③ Use Recall to ride the wooden plank back to the closed door, remembering to light the torch along the way.

Light the torch. Then light the two candlesticks in front of the door and enter the final area.

④ In the final area, there are two doors before the end point. There is an Ancient Sphere on the right, and two holes on the ground. These two holes correspond to the two doors. First, place the Ancient Sphere into the hole near the end point, then place the Ancient Sphere into the hole near the entrance. This will open the door near the entrance and close the door near the end point. Have Link run to the door near the end point and wait. Then, use Recall on the Ancient Sphere. When the Ancient Sphere returns to the hole near the end point, the door near the end point will open. The rest is self-explanatory.

099 Serutabo Machi Shrine

Trial Name	Treasure Chest	Enemies
Form of Support	Magic Wand	None

This shrine is located north of Hyrule Castle.

① Place the metal sheet on the two support rods, use Ascend to go up, and proceed to the next area.

② Connect two metal sheets end-to-end and place them diagonally to the support rod of the upper exit, allowing you to run directly to the next area.

③ In the final area, the goal is on a high platform on one side, and a treasure chest is on a high platform on the other side. Connect three metal sheets end-to-end and place them diagonally to the high platform where the treasure chest is located to obtain the treasure chest. Then, place the metal sheet horizontally and diagonally onto the two support rods below the goal, so that you can reach the goal after using Ascend.

100 Tyonisiu Shrine

Trial Name	Treasure Chest	Enemies
Combat Training	Zonai Sword	Captain Golem ×1

This shrine is located north of Lookout Landing and will be passed during the main story challenge "Regional Phenomena."

Link only needs to follow the prompts to perform a backflip dodge, side hop dodge, perfect guard, and charged attack in sequence to clear the trial.

This shrine is essentially a combat tutorial. The treasure chest is located before the finish line and cannot be missed.

101 Ishodag Shrine

Trial Name	Treasure Chest	Enemies
Wind-related item	Opal	None

This shrine is located west of Central Hyrule, north, near the Carok Bridge.

① Place the fan device flat on the ground, activate it by hitting it, then jump on and use the paraglider to reach the high platform.

② Attach the fan device to the wooden board, paying attention to the wind direction. Then, jump onto the board and activate the fan device by hitting it. The wind from the fan device will blow the board in the opposite direction, allowing you to cross the water. ③ There is a large board ahead with a treasure chest attached. Attach a fan device to each end of the large board. If the wind direction is correct, the wind force will blow the large board counterclockwise up to the upper platform, securing it in place. At this point, the large board will not fall. Remove one of the fan devices and use the wind force to reach the upper platform, where you can open the treasure chest.

④ Finally, we need to take the elevator to the finish line. Although the elevator cannot be activated, as long as we install two fan motors under the platform, there will be enough wind power to blow the elevator up.

102 Susuyai Shrine

Trial Name	Treasure Ch	No enem
Swift Transportation	est: Wood Arrow ×5	ies

This shrine is located southwest of Lookout Landing.

① There are many carts moving back and forth in the area. One of them has a treasure chest on it. Use Ultrahand to pull the chest or the cart over.

② Use the existing cart to pass through the conveyor belt area. There is a gate ahead, and next to it is a mechanism that can be pushed. Pushing the mechanism will open the gate, but once you stop, The gate will close. Here, you only need to push for a while, then come to the gate and use Recall on the mechanism. This will allow you to enter smoothly.

③The cable car mechanism before the finish line is very simple. Just attach the small tires to the cable car, then place the small tires on the track. Once the small tires start, they will drive the cable car forward.

103 Jiu Ooh-ni Shrine

Trial Name	Treasure:	No ene
Clever Traversal Through the Walls	Hasty Elixir	mies

This shrine is located near the Hyrule Field Chasm, the target location for the main quest challenge "Photographing the Depths!"

① Go to the room on the left, where you will see a large stone slab pieced together, with an X shape on its side. Use Ultrahand to turn the large stone slab sideways and send it through the X-shaped gap in the wall to the main passage. This way, you can use the large stone slab as a bridge to cross the trench.

② Go to the room on the right in front, where you will see a large block composed of two cubes. Large block. Adjust the angle and send it to the main passage. There is a treasure chest on the high platform at the end of the main passage. Adjust the shape of the large block so that one of the blocks is in the pit, so you can build a road to the high platform.

③ Next, move the large block to the room on the left side of the main passage and build a path to the end point. The trick here is that Link can change the angle of the object being held by the Ultrahand ability by changing his own position.

104 Maya Chino Shrine

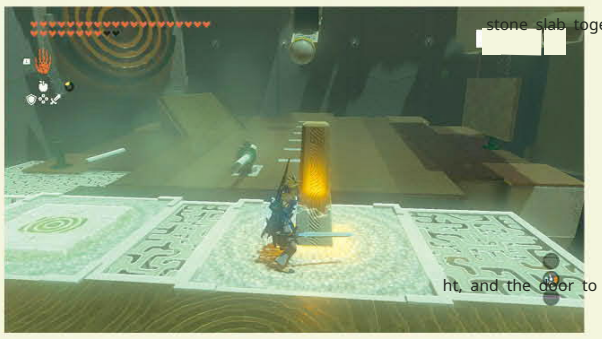
Trial Name	Treasure Chest	No enemies
Anchored Guidance	Endura Elixir	

This shrine is located north of Lookout Landing Skyview Tower.

① Use the rotating platform to get to the other side. Step on the mechanism on the ground to reveal a target. Hitting the mechanism next to it will rotate a device. Since this device cannot directly attach objects, you need to insert the stake next to it into its interior first, and then attach the rod to the stake.

Next, wait for the large ball to roll down. Watch for the right moment to hit the mechanism. If successful, you will hit the large ball to the target on the left like playing baseball. If successful, the door before the end point will open.

② After successfully opening the door before the finish line, an extra target will appear on the right, with a stone slab in front of it. First, assemble the stake and the stone slab together. Then, insert the stake from step ① into the object above, so that the stone slab won't block the way. Afterward, aim and strike the mechanism to launch the large ball to the target on the right, and the door to the treasure chest will open.



IOS "Tenji Ten Shrine"

Trial Name	Treasure Chest	Enemy
Combat Training: Essence of Throwing	Zonai Construct Captain I	: Captain Construct ×1

This shrine is located west of the Riverside Stable.

This shrine is a tutorial level for throwing weapons. Simply hit the enemy twice with thrown weapons to clear it. Note that the weapons thrown at this time will definitely be damaged, so don't try it with the powerful weapons in your inventory. There are plenty of rusty weapons on the field, so don't waste them.

106 Tajikatz Shrine

Trial Name	Treasure Chest	Enemies
Shape and Balance	Spiked Shield	None

This shrine is located near the Riverside Stable.

① Place the log diagonally on the high platform to walk directly onto it.

② Assemble 3 logs into an H shape, which will easily allow you to pass the next two trenches.

③ Connect 3 logs end-to-end, then place them diagonally on the high platform to pass the 4th trench.

④ Facing the large body of water ahead, create a raft to cross it. Connect three logs side by side, then attach two fans to create the raft. Note that there is a treasure chest on the platform to the front left; remember to retrieve the contents of the chest before heading to the end point.

Step 4 has an even simpler solution: just swim across. Of course, this assumes you have enough stamina, and the Zora Armor is even better.

107 Shrine Zuzuyau

Trial Name	Treasure Chest	Enemies
Guiding with Stakes	×5	None

This shrine is located near the Outskirt Stable in the Hyrule Field.

① This shrine has only one area. Taking the direction you face when entering as a reference, first attach a metal sheet to the left elevator platform. This will allow you to stand on the metal sheet and reach the upper platform.

② There's an updraft on the upper platform. Fly up and observe the surroundings, and you'll find a treasure chest on a high platform. Glide over and open it.

③ Now we need to find a way to get the Ancient Sphere Move it to the pit on the ground. First, adjust the position of the stakes near the Ancient Sphere's exit to slow down its speed, so we can easily use Ultrahand to carry it out. Then, place the Ancient Sphere into the curved track. If it falls, you'll have to start over. After the Ancient Sphere enters the track, glide to the pit and use Ultrahand to place the Ancient Sphere into the pit. This will open the door before the finish line.

④ Use Ascend to reach the platform above the pit, and you can easily glide to the finish line.

108 Tloque Nohi Shrine

Trial Name	Treasure Chest	Enemies No
Round and Round	Life Potion	ne

This shrine is located in a cave at the foot of the Great Plateau, near a deep chasm north of the Great Plateau. Inside.

① There are many holes in the floor of the hall, but there are only 4 small balls, which need to be placed in the correct positions. Actually, just look up at the ceiling, the holes corresponding to the green circles are the correct positions, left and right. There are two on the left and right. Once you understand the principle, this puzzle is a freebie.

② You can find another small ball before the finish line. Also, there is a brick on the ground that can be pulled up. After pulling it up, there is a pit inside. Place the small ball into the pit to open the door to the treasure chest. Then, you can directly clear the level.

109 Kami Juna Shrine

Trial Name	Treasure Chest	Various
The Lonely Warrior's Test - Novice	Spring 盾	enemy constructs ×4

This shrine is located near the Forest of Time.

This is a new type of shrine added to the game. Upon entering, Link will lose all his possessions (except for special abilities) and must start from scratch to fight enemies. Defeating all the enemies in the shrine will clear it, and the treasure chest is located just before the end. The enemy's health bar will be added as a whole health bar. This shrine is very easy; the enemies consist of 3 melee types and 1 archer type. Apart from the Soldier Construct (medium), which is a bit tough, the other enemies are easily defeated. You can also use the spiked iron ball in the center of the area to attack enemies, which is useful when you don't have any weapons.

110 《Tadarok Shrine》

Trial Name	Treasure Chest	No enemies
Water and Fire	The Sturdy of Zonanium 盾	

This shrine is located in a cave behind the waterfall of the Hylia River on the Great Plateau. As the cave's name suggests, the shrine can only be found by entering the riverside cave.

① Attach the iron box to the two flails in the water and use the large block to cross the electric river.

② Pull out the iron box to block the flames, ensuring the falling large ice block doesn't melt. Then, use the large ice block as a stepping stone to open the nearby treasure chest on the high platform.

③ Next, you can use equipment like rocket shields to cheese the level. In the normal process, first throw the ice block into the lava to create a foothold; if one isn't enough, use more. After crossing the lava, you'll see a burning wooden box. Before it's destroyed, throw it into the water next to it to extinguish the fire, then move the wooden box out. This way, we'll have an iron box, a wooden box, and an ice block each.

One. Next, you need to build steps to reach the finish line above. The iron box should be used to block the flames first. Once the position is set, don't move it. Ice blocks can be climbed, and wooden boxes do not conduct electricity, so put the wooden box at the bottom and the ice block on top.

Then, build a slope, so you can reach the fire-breathing platform. After that, use the iron box as an assembly point, place the wooden box diagonally, and the ice block vertically to reach the end.

There are many solutions for the last step.

111 ♡ Riogok Shrine

Trial Name	《Treasure Chest》	No enemies
Power Transfer	Golem's Arm 弓	

This shrine is located south of the stable on the outskirts of the Hyrule Field. Install the pole onto the mechanism on the ground, and then use Ultrahand to crank the pole. This will open the door. ① Assemble the pole between the two gears, and after hitting the mechanism, the gear on the right will drive the gear on the left to rotate together, which will open the door.

② After entering the next area, with the direction you're facing upon entry as the reference, there is a treasure chest on the high platform to the front right. Simply use Ultrahand to lift the pole on the ground, and then approach the treasure chest, and an assembly prompt will appear. After assembly, the pole will pull the treasure chest down.

Inside the chamber next, we will first affix one rod horizontally to the edge of the shorter platform on the left, near the gear, and another rod vertically to the bottom of the taller platform on the left. Then, have Link use Ascend to stand on the taller platform. This way, when the gear lifts the shorter platform, the taller platform will also be pushed up, allowing you to reach the end.

③ Next, simply go to the high platform on the left to clear the shrine. If you use a shortcut method like a rocket shield, it's very simple. For the normal process, we first need to use the pole as a crank.

Step ①

Step ③, the final arrangement.

112 Utsushoma Shrine

Trial Name	Treasure Chest	No enemies
Blessing of Laulu	Zonai Construct Captain I	

This shrine is located near Satori Mountain. Upon approaching, it's discovered that the crystal is missing. Follow the light's guidance to enter the cave at the foot of Satori Mountain nearby. It turns out the Hinox picked up the crystal as a decoration. After defeating the Hinox, carry the crystal back to the shrine, and it can be accessed normally.

This temple is a freebie type, with no enemies or mechanisms; just open the treasure chest and leave.

113 Rakakudajito Shrine

The Blessing	Treasure Chest	Enemies
of the Trial of Roru	Zonaite Greatsword	None

This shrine is located northeast of the Gerudo Canyon Skyview Tower. Upon approaching, you'll notice the crystal is far away. Fortunately, after going downstream, you can immediately assemble a large four-wheeled truck, complete with a control stick. Driving this four-wheeled truck... This makes it easy to transport the crystal back and also conveniently take a Korok to their friend.

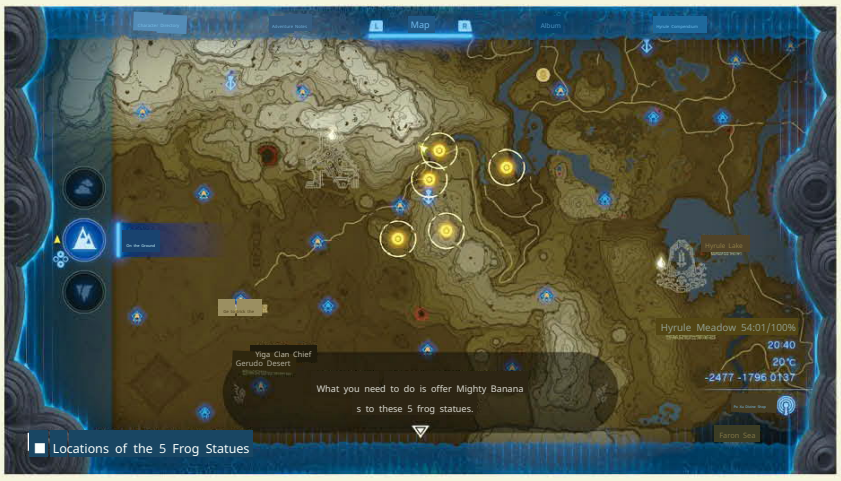
This temple is a freebie type, with no enemies or mechanisms; just open the treasure chest and leave.

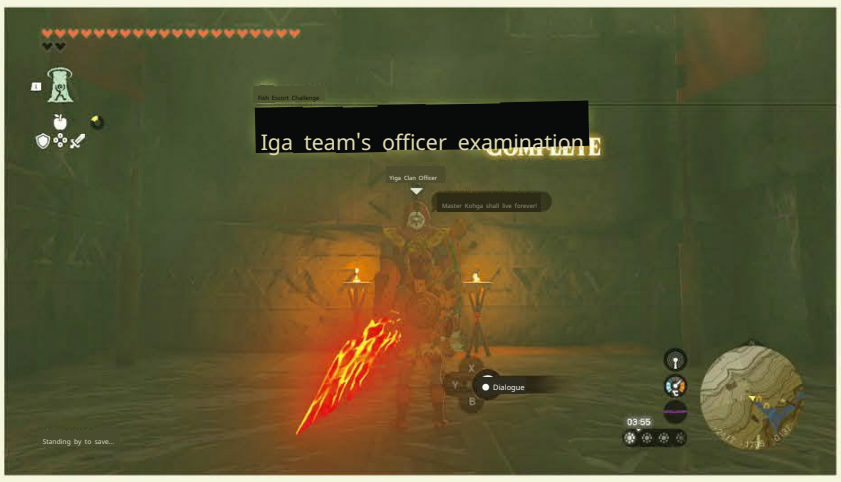
19 «Sariwak Shrine

Trial Name	Treasure Chest	No enemies
Blessing of Laulu	Large Capacity Battery	

This shrine is very tricky; if you don't know the method, you could search the ground forever without finding it.

Slightly at Gerudo Canyon Skyview Tower A little north, you can see a suspension bridge. After crossing the bridge and heading west, you'll soon see the gate to an Yiga Clan base. This is the Yiga Clan Chief's office, and Link must wear





You must wear the full set of Yiga Clan armor to enter.

Once inside, talk to the only officer present to trigger a scenario challenge called "The Yiga Clan Officer Exam." The challenge involves offering Mighty Bananas to five frog statues he designates. The locations of the frog statues are marked on the map, but two are hidden inside caves, which is quite devious. To 'offer' the bananas, you need to hold them in your hands and place the Mighty Bananas in the center of the altar. After offering all the bananas, put the Yiga Clan armor back on and return to talk to the officer to complete the mission. Go through the door behind the officer to open two treasure chests, and ahead is the Siarik Shrine.

This temple is a freebie type, with no enemies or mechanisms; just open the treasure chest and leave.

115 Rotsumamu Shrine

Trial Name	Treasure Chest	No enemies
An Unbalanced Relationship	Large Zonai Ruins	

This shrine is located east of the Gerudo Highlands Skyview Tower.

① Simply run onto the balance board to reach the other side.

② Attach the iron barrel to the left side of the balance board, allowing Link to reach the upper platform from the raised right side.

③ Assemble the iron plate on the ground to balance it. Attach the board to the left to increase its length. Then, attach the iron box to the right side of the balancing board, so Link can glide from the left side of the balancing board to the platform where the treasure chest is located.

④ Detach the iron box and attach it to the left side of the balancing board, so Link can reach the end point from the raised right side.

116 Ozzuzuma Shrine

Trial Name	Treasure Chest	No enemies
Blessing of Laulu	Amber	

This shrine is located west of the Gerudo Summit. You can fly northwest from the Gerudo Highlands Skyview Tower to reach it.

This shrine is a freebie; there are no enemies or mechanisms. Just open the treasure chest and leave. It's recommended to visit it as early as possible.

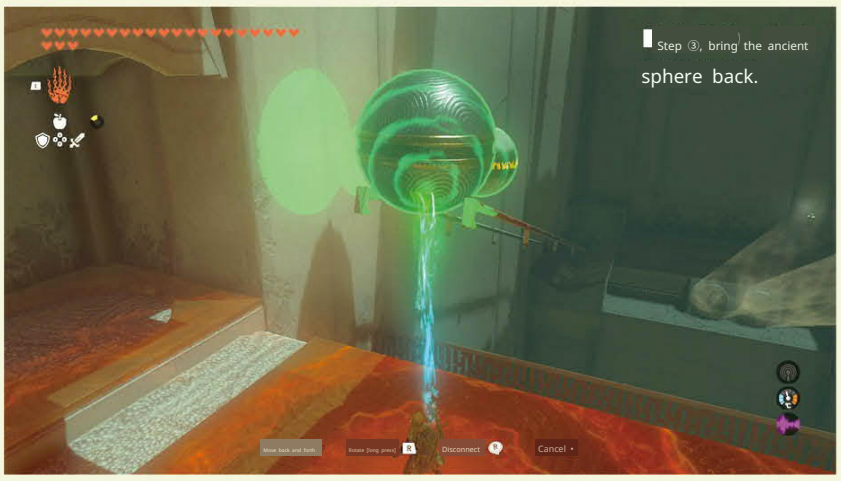
117 Mayaumaznai Shrine

Trial Name	Treasure Chest	Enemies
Iron Ball Passage	Large Zonai Energy	None

This shrine is located west of the Gerudo Highlands Skyview Tower.

① After entering the shrine, you'll find that the door to the end is actually near the entrance, but you need to move the ancient... Carry the ball over and place it in the hole. First, use the upward-sloping airflow nearby to reach the opposite area.

② There is an iron ball on the high platform to the left, and a treasure chest across the moat in front. First, use Ascend to reach the high platform where the iron ball is located, and then glide to the treasure chest. ③ Place the iron ball in the Y-shaped depression on the right, and use Ascend to reach the upper platform. We will see the ancient sphere repeatedly falling in front. Just use Recall, and wait for the ancient Cancel when the ball returns to the center, so the Ancient Sphere will roll down the track from the center. ④ Return to the area in step ②, assemble the iron ball and the Ancient Sphere together, and place them on the slide rail, so that the Ancient Sphere can be safely transported back to the initial area. Then disassemble the Ancient Sphere and put it into the pit on the ground to open the door to the finish line.



④ After obtaining the treasure chest, remove the metal drive shaft between the two small gears and place it on the two support rods on the wall, then Attaching an electrified iron ball to the metal drives haft will open the door to the finish line.

120 Mayatat Shrine

Trial Name	Treasure C	Enemies
Glide Item	hest: Wood Arrow x10	None

This shrine is located at the Kara Kara Bazaar. After entering the shrine, there is a sandy area with sleds flying down from time to time. Use Recall to reach the upper platform. Ahead is a vast sandy area. Taking the direction you face when entering as a reference, there is a treasure chest on the platform to the front left, which requires going around in a circle to reach. The endpoint is to the front right, without any door-like mechanisms, so you can directly pass through. Here, there are control sticks, sleds, and fans that can be assembled into a Sand Steamer. A control stick and two fans can create a flying motorbike, which is even more convenient. However, you cannot activate schematics inside the shrine, so building a Sand Steamer is more reliable.

Nearby.

After entering the shrine, the first area is a sandy expanse where sleds occasionally fly down. Use Recall to reach the upper platform. Ahead is a wide sandy area; with the direction you face upon entry as a reference, there's a treasure chest on a platform to the front-left, requiring you to go around in a circle to reach it. The endpoint is to the front-right, without any mechanisms like doors, allowing you to proceed directly.

118 Qadani Sara Shrine

Trial Name	Treasure Chest: 10	《Enemies: Var
Bridge on the Sand	Wooden Arrows	ious Construct s ×4

This shrine is located south of the Gerudo Highlands Skyview Tower.

The interior of the shrine is square-shaped, with a rare sandy terrain. Because moving through sand consumes a lot of stamina, the higher your stamina limit, the easier it is to pass this shrine.

Assuming you're facing the direction you entered, let's head west first. A little trick is to insert a wooden board diagonally into the sand, so you can glide after climbing it. Upon reaching the high platform before the end, you'll see a mechanism on the ground. Stepping on it will cause an Ancient Sphere to fall down and immediately be launched.

to the east. In the normal process, we need to go east to bring the Ancient Sphere back, but by using Recall, we can make the Ancient Sphere fly back directly. The unlimited range of Recall is fully demonstrated here. Put the Ancient Sphere into the hole to clear the shrine.

The treasure chest in this shrine is in the northwest corner, suspended in mid-air by ropes. Before the final point, there's a Sand Steamer below the high platform. Drive the Sand Steamer to a spot near the treasure chest, then shoot the ropes and use Ultrahand to retrieve the chest.

119 Zlakarmi Shrine

Trial Name	Treasure Chest	Enemies
Hidden Iron	The Sturdy of Zonanium 盾	None

This shrine is located near the Gerudo Canyon Stable.

① Connect the two iron balls together to make the large gear next to them turn. Use the large gear to reach the upper platform.

② Connect the two iron balls together again, but this time you need to swing the two iron balls first. Move them first, otherwise the length will not be enough. After success, a retractable platform will appear above, use Ascend to go up.

③ Use Recall on the rotating large gear, then use the gear to reach the high platform and obtain the treasure chest.

121 Miyutaniq Shrine

Trial: The Figh	Treasure Chest:	Enemies:
t Against Being Alone - Avoidance	Top-Tier Captain Construct Blade	Various Construc s ×4

This shrine is located west of Gerudo Town.

Upon entering the shrine, Link will lose all his possessions (except for special abilities) and must start from scratch to fight enemies. This battle is not difficult because there are many mechanisms in the arena.

There are many mechanisms in the arena that can be used to easily defeat enemies. I personally prefer the flame-throwing mechanism on the left, which is triggered by touching the infrared beam and can burn enemies to a crisp. The treasure chest is before the end point and cannot be missed.

122 Iolutani High Shrine

Trial Name	Treasure Chest	《Enemies》 Soldier Construct ×3
Sunken Light	Small Key, Wood Arrow ×10	

This shrine is located near Gerudo Town.

① First, pull out the fan device from the sand dune on the right, then use it to blow away the middle of the three sand dunes on the left. After blowing away the sand dune, you will find a treasure chest containing a small key. Use the small key to open the door, take the fan device, and proceed to the next area.

② We can already see the end point in this area, but there's a yellow mechanism above the door before the end point. Experienced players will know at a glance that it's for reflecting light. Let's take out one grunt first, then use the fan machine to blow away the sand dune in the corner of this area and crawl into the exposed hole. There are two sand dunes here, one hiding a grunt and the other a fan machine. After defeating the grunt, you can get a weapon with a fan machine. Install two fan machines onto one—Lift Link to the upper platform, then use the fan device weapon to blow away the sand on the gears, which will open the door, revealing another treasure chest inside.

③ Return to the area where step ② started, use Ascend to get to the left area, and after taking out one grunt, blow away the sand dunes one by one to reveal a light source and a mirror. Place the mirror where the grunt was standing earlier to reflect the light to the area where step ② started. You don't need a very precise direction here, just make sure the light can pass through.

④ Return to the area where step ② started, use the mirror hidden in the sand dune to reflect the light in the air onto the yellow mechanism on the door. After shining for a few seconds, the door before the end point will open.

123 Irasak Shrine

Trial Name	Treasure Chest	No enemies
Blessing of Laulu	Large Zonai Energy	

This shrine is located southwest of the southern oasis in the Gerudo Desert. If you don't have desert exploration experience, it's best to prepare some means of ascending or flying, otherwise you'll encounter quicksand, which will be very troublesome.

This shrine is a freebie; there are no enemies or mechanisms. Just open the treasure chest and leave.

124 Kara Hatataki Shrine

Trial Name	Treasure Chest	3 Enemies
Wandering Flame	Golem's Might	None

This shrine is located south of Gerudo Town.

① Light the torch, then raise it to the air to light the upside-down candlestick, and the door will open.

② There's a mechanism on the ground in the next area. Stepping on it will lower the platform in front, and 3 inverted candlesticks will appear above. What we need to do is use the ones next to it.

Light up these three upside-down candlesticks using Recall. Estimate the position and height of the three upside-down candlesticks, and let the candlesticks stay in place for a while respectively. This way, after stepping on the mechanism, activate Recall, and the candlesticks will ignite the target according to the previous trajectory. After success, the door to the end point will open.

③The treasure chest of this shrine is located below the ground mechanism in step ②, which can be obtained by gliding. Here's a little trick: after jumping down, immediately press the ZR button to activate Link's time, so you can quickly turn around and glide in quickly.

I2S Kikimaou Shrine

The Blessing of the Trial of Roru	Treasure: Zonai Construct Cannon	Enemies None

This shrine is located east of Gerudo Town and is a freebie shrine with no enemies or mechanisms. Just open the treasure chest and leave. The main difficulty is finding it.

First, you need to come to the Ancient Prison Ruins in the Palu Wasteland. Here, you need to fall from the quicksand on the surface. Note that there is more than one quicksand nearby, so don't enter the wrong one. After arriving at the Ancient Prison Ruins, follow the direction the Goddess Statue's sword is pointing and pull the levers when you encounter them.

After reaching the next level, go around and come up from the other side; the stone slab in front will collapse. After falling down, you will see another Goddess Statue. Moving forward, there are two lamps and a fence that you cannot pass for now. Use Ascend in front of the fence to see a treasure chest. Use Ultrahand to move the two boards near the treasure chest to reveal a mechanism. Flip it to reveal the shrine.

126 Shavakama Shrine

Trial Name	Treasure Chest	Enemies
Three Round Orbs	Bomb Flower ×5	None

This shrine is located in the Gerudo Canyon, south of the lookout tower. Assemble the orbs and place them at the top of the slope to prevent them from rolling away. ① Place the orbs in the trench and use them as stepping stones to cross the trench. ② There is a second orb ahead. First, jump down from the right side. Here, you will see a stone block and a ladder. Break the stone block to find a treasure chest inside. Use the orbs as stepping stones to cross the trench. ④ The final area is ahead.

③ Return to the upper platform and place the two stone spheres on the third stone sphere. Simply arrange all three stone spheres in a matching pattern and place them over the trench, allowing you to pass. Precision is not required here; just ensure the stone spheres don't roll away.

127 Kiuta Umis Shrine

Trial Name	Treasure Chest	Enemies
Forwarding Path	Wooden Arrows ×10	None

This shrine is located southeast of the Gerudo Canyon Skyview Tower.

① Attach the iron plate next to the fixed iron plate to pass through the abyss.

② Remove the iron plate and attach it to the rotating gear to reach the other side. Then, go around to the high platform and open the treasure chest.

③ Remove the iron plate, add the iron plate on the ground next to it, and use the 3 iron plates to form a ramp, so you can reach the upper platform.

④ There is a mechanism ahead. After hitting it, the catapult mechanism below will activate. Actually, you don't need to use the catapult mechanism here. Just use Ultrahand to pull the iron plate to a vertical angle with the ground, and then cancel Ultrahand. At this time, the iron plate will fall heavily. Then, let Link stand on the iron plate, activate Recall, and jump at the right time. Link will be bounced high, and then glide to the end to clear the stage. If you must use the catapult mechanism, it is recommended to add an extra iron plate.

128 Motsusis Shrine

Trial Name	Treasure Chest	Enemies
Blessing of Laulu	3 Large Zonai Charges	None

This shrine is located in the South Lomei Labyrinth, which is the rectangular maze in the south of the map. Refer to entry 103 for the unlocking method.

Page's mini-challenge, "South Lomei Prophecy." The shrine itself is a freebie, with no enemies or mechanisms. Just open the treasure chest and leave.

129 Eino O'uma Shrine

The Blessing	Treasure Chest	Enemies
of the Trial of Roru	Zonaite Longsword	None

This shrine is located in the giant whirlpool below the Hylia Bridge. Actively jumping into the whirlpool will teleport you to the Whirlpool Cave of Lake Hylia, where the shrine is located. After investigating, you'll find that the crystal is missing. According to the instructions, the shrine is on a certain sky island, which you can glide to from the Popla Foothills Skyview Tower in the southwest direction.

Once you reach the sky island, find the crystal and throw it directly down from the cave in front of the crystal. The crystal will fall into the whirlpool. After the player returns to the Whirlpool Cave of Lake Hylia, they can attach the crystal.

This temple is a freebie type, with no enemies or mechanisms; just open the treasure chest and leave.

130 Susuyai Shrine

Trial Name	Treasure Chest	Enemies
Blessing of Laulu	Magic Rod	None

This shrine is located in the Adret Village Ruins northwest of Popla Foothills Skyview Tower. You need to enter from the well east of the Adret Village Ruins. The well entrance needs to be blown open.

This shrine is a freebie; there are no enemies or mechanisms. Just open the treasure chest and leave. It is recommended to come here as early as possible.

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131 Moronke Shrine

Trial Name	Treasure Chest	No enem
Launchable Objects	Stealth Elixir	ies

This shrine is located north of the Sahasra Slope Skyview Tower.

① Stand on the launching mechanism and wait for it to launch Link, then glide to the platform ahead. ② Stand on the spring and attack it to launch Link to the platform ahead. If the launch fails, attack the spring again to reset it.

③ There is a pit on the ground of this platform, and the goal is on the high platform in front. First, place the spring diagonally on the adjacent slope, let Link approach and attack the spring, so that Link will be launched and glide to the platform on the right. ④ Similar to step ③, but use the diagonally placed spring to bounce the Ancient Sphere back to the platform in step ③. Then glide back. ⑤ After the Ancient Sphere rolls into the pit on the ground, the door next to it will open, revealing pairs of springs. Stack another spring on top, creating a set of three springs with amazing elasticity. Place the spring set vertically, let Link climb to the top and attack the spring, and he will be launched high to the finish line. The treasure chest is on the high platform below the finish line.

132 Makasura Shrine

Trial Name	Treasure Chest	Enemies
Things that rise up	Fairy Refreshing Water	None

This shrine is located near Kakariko Village.

① Use Ascend to reach the upper platform, then use the paraglider to fly over the bottomless platform, where you will see two Tipplers. The characteristic of the Tippler Trench is that it can be turned off by attacking it. ② First look at the left area. When its characteristic is in effect, use Ultrahand to ignore the classic and grab the small ball, attaching it to the metal mesh. Mechanics allow any structured object to stand upright, so don't move the metal mesh over, as this will cause it to fall. First, stick one Tippler to the small ball and transport it to the central channel. Put the small ball on top of the L-shaped metal mesh. After the L-shaped metal mesh stands up, activate Ascend or climb to the top.

Go to the depression on the ground in the central passage, and the door on the right will open. Carry the metal mesh inside out. After piecing the two metal meshes together, a giant metal mesh will be formed. Use it to easily allow Link to flip to the left area and open the treasure chest on the high platform.

chest.

③ Next is the last and most difficult step of this shrine. There is a very wide abyss in front, and a particularly high platform must be built with metal mesh. After climbing up, use the paraglider to pass. Here, we recommend first using the three metal meshes in this area to build a large L-shape, and then use it to attract the metal mesh from step ①. After that, combine the four metal meshes and one roly-poly toy, and the height will be sufficient. But the trouble is that two of the metal meshes have a hemisphere attached, which seriously hinders us from climbing up and down, and using Ascend. Players need to try repeatedly, and be careful not to let the built metal mesh fall into the abyss, otherwise you will have to start all over again. Flying over is the end.

133 Jochihiu Shrine

The Blessing	Treasure Chest	Enemies
of the Trial of Roru	Large Capacity Battery	None

This shrine is located west of the Dueling Peaks. The original size can fit into the largest hole. After arriving at the scene, no shrine was found. The remaining two require the use of fire to melt them to the appropriate size before embedding them. After inserting the ice blocks, the shrine will appear at the top. This shrine is a freebie; there are no enemies or mechanisms. Just open the treasure chest and leave. Create three ice blocks from the nearby river. After interacting with it, the shrine challenge 'Key Born from Water' is triggered. Next to the steward construct, there are 3 stone slabs, each with a rhombus-shaped hole of different sizes. According to the prompt, all 3 holes must be filled.

134 Jiukoum Shrine

Trial Name	Treasure Chest:	Enemies
Matching Shape	Slip Resistance Elixir	None

This shrine is located in the Popla Foothills, on the path to opening the treasure chest, southeast of the Lookout Landing Skyview Tower.

① Combine the two boards on the ground and place them on the rails. Stand on the board, and it will automatically slide to the next area.

② In this area, you will see three boards on the ground, and there is a treasure chest on the nearby high platform. Combine the three boards with the two boards used in the previous step. The length of the five boards is sufficient to pave a path to the high platform.

③ After obtaining the treasure chest, the next step is to pass through the rail in front. Here, you need to assemble the boards into a Π shape. Ensure that the two vertical boards are positioned to fit snugly between the rails and then attach them to the rails to prevent derailment. ④ The last mechanism in this shrine is very interesting. There are four boards on the ground, one long and three short. Here, use the long board as the base and insert the three short boards to form an E shape.

Then, place the three electric fans on the three short boards, holding them in the center. After jumping onto the board, where the short boards are assembled with the long board. After that, attach the E-shaped board to the rail, ensuring that the short boards on the left and right sides are inserted between the left and right rails, while ensuring the middle short board.

attack the electric fans with a weapon. Next, you can enjoy a roller coaster-like experience. The end point is at the end of the rail.

I3S Ishokin Shrine

Trial Name	Treasure Chest	Enemies
Blessing of Laulu	Amber	None

After approaching the shrine, you'll find the crystal not far away. Upon getting closer, you discover that an NPC has claimed it. The NPC states that unless Link rides a giant horse for him to see, he won't hand over the crystal. If the player hasn't found a giant horse before, they'll need to go find one first.

The giant horse is southeast of the Highland Stable. Follow the road, cross the Horse God Bridge, and pass the Horse God.

Lake. You'll see the giant horse on a small island in the center of a small lake. Taming the giant horse requires about two full circles of stamina, so remember to prepare food if your stamina limit isn't high enough. Ride the giant horse back to the NPC to get the crystal, then transport the crystal back to the shrine.

This temple is a freebie type, with no enemies or mechanisms; just open the treasure chest and leave.

136 Utoojishi Shrine

Trial Name	《Treasure》 La	Enemies No
Blessing of Laulu	rge Zonau Energy	ne

This shrine is located in the Bitu Valley Cave. You can find the Bitu Valley Cave. After entering, go straight ahead, and you will soon see a large circular platform with two guns on the ground. Stand on the circular platform, and the platform will light up, and a green halo will appear in the distance. What we need to do is throw the gun

This shrine is located in the Bitu Valley Cave, it is a freebie shrine with no enemies or mechanisms; just open the treasure chest and leave. The main difficulty lies in how to find it.

First, we need to go to the mountains between Lake Cazz and Bito Valley, at the location shown in the picture.

Throw it out so that it hits the green circle. It is recommended to attach bat wings to the weapon to increase stability.

Fix it; the shrine will appear after a successful hit.

137 Utsushok Shrine

Trial name: Inter	Treasure Ch	Enemies
secting Lines	est Stealth Elixir	None

This shrine is located near the Highland Stable.

① Use Ultrahand to pull the board to a high position and then release it. The board will use gravity to launch the ancient orb into the pit at the end of the track. After the door opens, proceed to the next area.

② Similar to step ①, but this time, attach one iron box to the board to increase the force. After the ancient orb falls into the pit, open the door and proceed to the next area.

③ Attach an iron plate to the board to lengthen it, and then launch the ancient orb into the pit. This will cause a minecart to fall from above. Remove the iron plate and install it horizontally onto the board to ensure it can hit the minecart. Afterward, Link gets into the minecart, uses Ultrahand to pull up the board, and the minecart will smoothly run to the end. However, it is important to note that during the minecart's journey, there is a treasure chest on the high platform to the left of the direction of travel. Be sure to seize the opportunity to pull it down with Ultrahand.

Step 3 offers another method: assemble the iron plate diagonally onto the minecart, then place the minecart on the track closer to the treasure chest. Use Ascend to reach the top of the iron plate, and glide over to open the treasure chest. From the high ground where the treasure chest is located, you can glide directly to the finish line.

138 Ashiok Shrine

Trial Name	Treasure Chest	Enemies
Combat Training: The Essence of Shields	The Sturdy of Zonanium 盾	Captain Construct ×1

This shrine is located on the Dueling Peaks in West Necluda. It is recommended to fly south from the Sahasra Slope Skyview Tower to reach it.

This shrine is a tutorial for shield parrying. - It starts with 1 enemy using a Ruby Rod. After successfully parrying a fireball once, an enemy with a Topaz Sword will appear. You can clear the trial by parrying a fireball and an electric ball once each. The treasure chest is before the end.

139 Tokiyouta Shrine

Trial Name	Treasure Chest	No enemies
Blessing of Laulu	Large Zonai Energy	

This is another very tricky shrine. The reason it's tricky is that if you follow the map and the shrine sensor to the shrine's location, you won't be able to find it. This shrine is located in a cave in the Rana Lake, north of its position on the map. After entering the cave from the shore, you will soon see a crystal. Lift the crystal, and the door in front will open. Next, we need to carry the crystal along the cave. all the way forward. The shrine is deep inside the cave. However, there will be two sections of rolling stones along the way, so be careful not to get hit. Near the shrine, a huge rock will roll down, and you need to use Recall to drive it away. If you get hit by the stone, there is a high chance you will have to start over.

This temple is a freebie type, with no enemies or mechanisms; just open the treasure chest and leave.

Location of Rana Lake Cave

[] ifumim Shrine

Trial Name	Treasure Chest	《Enemies》Various Constructs ×6
Water Flow of the Solitary Island Battle	Superior Captain's Blade	

This shrine is located near Lurelin Village.

Upon entering the shrine, Link will lose all his possessions (except for special abilities) and must start from scratch to fight enemies. The battlefield features a moat, and apart from the Captain Construct (mid-level) on the central platform, all other enemies are standing on rafts of varying sizes. The enemies include archers with ice and lightning arrows, making it difficult to dodge in the water. It's recommended to swim up to the rafts when they get close and then use Ascend to launch a surprise attack. The key to this battle is to use charged attacks frequently to knock enemies into the water, where they will be instantly killed. While the Captain Construct (mid-level) on the central platform is challenging, players can stand at the edge of the platform and bait it into using a charge attack. After dodging, it will fall into the water and be defeated instantly. There are also gunpowder barrels on this platform. If you collect some fire fruits beforehand and use them to detonate the barrels, you can severely damage the Captain Construct (mid-level). After eliminating all enemies, you can proceed to the end point. The treasure chest is located on the path and cannot be missed.

142 Bamito Kaka Shrine

Trial Name	Treasure Chest	Enemies
Blessing of Laulu	Large Capacity Battery	None

This shrine is located in a cave on Mount Dasqi Dashi in East Hateno. The entrance to this cave requires swimming. The shrine is on a high platform inside the cave. Since the cave is slippery, it is recommended to lay wooden planks on the water and then use Ascend to reach it.

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This shrine is a freebie; there are no enemies or mechanisms. Just open the treasure chest and leave. Although there are some enemies in the cave, it's still recommended to come early.

Daschida Mountain Cave Location

190 Jooju-u Shrine

Trial Name	3 Treasure Chests	No enemies
Connecting Bridge	Large Zonai Ruins	

This shrine is located near the Lakeside Stable.

① Use Ultrahand to connect the folding bridge to the other side, then cross the bridge.

② The length of the second folding bridge is too long. You need to use Ultrahand on the middle section of the bridge to ensure the bridge is as straight as possible. After the bridge is built, cross it to the opposite high platform (you can also use Ascend to get on the bridge), and then glide from the high platform to the diagonally opposite platform.

③ There is no fixed position on the other side of the third folding bridge. Here, you need to attach an iron box to the top of the folding bridge and then place the folding bridge on the opposite horizontal bar. Because of the iron box, the folding bridge will not slide down. Use Ascend to get on the bridge and continue forward.

④The end is just ahead, and there's a treasure chest on the high platform to the left of the path forward. Simply raise the folding bridge and connect it to the fixed point on the left high platform to easily open the treasure chest. Then, go directly across the bridge to the end.

143 « O-oggin Shrine

Trial Name	Large Battery	Enemies No
Blessing of Laulu	Treasure Chest	ne

This shrine is located in the Lanayru Promenade Central Square. Upon approaching, you'll find the crystal is missing, and the light indicates behind the Great Waterfall. Enter the cave next to the waterfall to find the South Lanayru Promenade Cave. There are two piles of rocks here, one hiding a wing, and the other...

Hides a crystal. There's a ready-made runway here. You can use a wing to build an aircraft and assemble the crystal and a fan engine onto it. This way, you can fly the aircraft back to the shrine.

This temple is a freebie type, with no enemies or mechanisms; just open the treasure chest and leave.

199 Apogeke Shrine

Trial Name	Treasure Chests: 2	No enem s
Wing of Wind	Zonai Construct Captain I	

This shrine is located on the east side of the map, west of Dragon Tear #9.

① Grab a Wing, attach an Ancient Sphere to it, and then place the Wing on the track. This will allow the Ancient Sphere to reach the other side. Place the Ancient Sphere into the hole on the ground, and the door will open.
② Arrive at the next area, first use a Fan to get to the upper platform. At this point, we can see a treasure chest on the high platform to the left. Use Ultrahand to grab a Fan over there, and use the wind power to get close to the treasure chest.

③Now we are going to build an airplane. Simply attach two fans to the wing, place the wing on the rail, and once Link stands on it and activates it, he can fly to the finish line on the other side.

IIS Joju-u Shrine

Trial Name	Treasure Chest	Enemies No
Blessing of Laulu	Life Potion	ne

This shrine is located in the Lanayru Mountains. Be careful when you come. You can try to knock enemies into the water to instantly kill them north of the Lanayru Promenade East Cave, or use a Muddle Bud.

After entering, walk to the end and you will see a small lake. The shrine is on the island in the center of the lake, and the entrance is blocked by a pile of stones. There are some enemies by the lake, before the initial stage.

This shrine is a freebie; there are no enemies or mechanisms. Just open the treasure chest and leave.

196 Zakusuik Shrine

Trial Name	Treasure Chest	Enemies
A battle fought single-handedly rising	Soldier Construct Spear	Various Constructs ×6

There is an isolated island in the South Lanayru Sky Archipelago. After flying up and investigating the terminal, a skiing challenge will be triggered without any prompts. The gameplay is simple: players must pass through one green ring after another within the specified time. There is a ready-made snowboard near the terminal, which can be used to complete the task relatively easily.

Completing this will unlock the Zakusu Uk Shrine.

Although there are many enemies in this battle, the complex terrain makes it difficult for them to form a siege. Additionally, there are many useful materials on the field that can be attached, including spiked boards and rockets, so the overall difficulty is not high. The treasure chest is located before the finish line and is hard to miss.

147 « Zanmikaka Shrine

Trial Name: The	Treasure Chest	No enem s
Shape of Scooping	Zonaiium Mighty Greatsword	

This shrine is near Hateno Village. To clear it is very simple. First, go to the lower level and place a metal plate on the circuit gap, so that the wheel will be energized and start to rotate. Just stick one small ball to the wheel, then go to the upper level to take it off and put it into the pit on the ground, and the door to the end will open.

The treasure chest of this shrine is under the wheel, buried by many small balls. At this time, you only need to install a metal block on the wheel to act as a blade to shovel away the surface balls to see the treasure chest. It is recommended to check in the state of using Ultrahand. The object with a square outline is the treasure chest.

198 Yomizuk Shrine

The Blessing	Treasure Ches	Enemies
of the Trial of Roru	t Diamond	None

This shrine is located in a cave at Cape Tam of Rodrahms Peninsula and requires dropping through a hole in the ground to access it. The cave contains a large body of water, with rafts and leaves nearby, allowing you to use wind power to venture deep into the cave.

The shrine is inside.

This shrine is a freebie; there are no enemies or mechanisms. Just open the treasure chest and leave. It is recommended to come here as early as possible.

149 Jikaishen Shrine

Trial Name	Treasure Chest	Enemies
The Path to Escape	Magic Scepter	No enemies

This shrine is located southeast of the Laniel Mountains Skyview Tower.

① In the initial area, there are 4 blocks that can only move horizontally. By adjusting their positions, use Ascend to rise layer by layer, and finally reach the top platform.

② After reaching the top platform, walk forward a few steps and you will see a treasure chest on the high platform to the right. Use Ascend to easily obtain it. ③ Obtain the treasure chest.

Afterward, moving forward, you'll see a metal plate. Position the metal plate on the high platform, leaving enough space for Link to use Ascend. Then, use Ascend to reach the high platform.

Above, use Ascend again to reach the top floor. ④ At this point, Link will be in a cage, with the finish line just outside. Use Ultrahand to place the nearby iron plate on top of the cage, ensuring the fulcrum is exactly in the middle of the plate so it doesn't fall. You can use the shadow on the ground to judge. Once the iron plate is stable, use Ascend underneath it to leave the cage.

■ Step ④

150 "Ma Ya Xi Xi Ka Shrine"

Trial Name	Treasure Chest	Enemies
Blessing of Laulu	Magic Scepter	None

This shrine is located in a cave in the Eechisupa Forest near the Hateno Ancient Research Lab. Inside.

The shrine has no mechanisms or enemies; the treasure chest is right on the path ahead, a pure gift.

■Akkala Span Cave Location

151 "Aneedle Mikka Shrine"

Trial Name	Treasure Chest	Enemies
Reciprocating Motion	Large Zonai Energy	None

This shrine is located northeast of the Hateno Ancient Tech Lab and requires entering from a cave near Okno Bay to the south. The cave entrance is by the water, and you'll immediately see the submerged shrine upon entering. Drop down from the cave next to the shrine and blow up the pile of rocks behind the Like Like to drain the water, allowing you to access the shrine.

① Strike the mechanism in the center of the area to turn it green, allowing you to reach the high platform where the treasure chest is located on the right. Use Ascend to open it.

Treasure chest.

② Turn the 敲 chanism to yellow, and a ball will roll down from the right. After the ball rolls into the abyss on the left, a new ball will roll down from the right. When the ball rolls to the center of the field, use Recall on it, then quickly knock the mechanism to green, and quickly go to the door leading to the end. This way, when the ball rolls back into the mechanism, the door will open, and you can enter to clear the stage.

■Cave location near Okno Bay

152 "Ma Ya Li Yi Na Shrine"

Trial Name	Treasure Chest	Enemies
Blessing of Laulu	Ruby	None

■Sehateno Island Cave Locations

This shrine is located on Sehateno Island, the isolated island in the southeasternmost part of the map. The shrine is in the heart of the island and requires entering from a hidden cave at the foot of the mountain wall along the southeast coast. If you really can't find the location, you can talk to Gomanan at the tent near the chasm on the island and complete the mini-challenge "Search! The Pirate's Base" while you're at it.

This temple is of the free type, no

There are enemies and mechanisms, just open the treasure chest and leave.

CHAPTER 6

Krog's Fruit

All Fruit Map - Surface

Map Legend

Skyview Tower
Kimapama Shrine/Ancient Research Institute
Korok Seed
Castle/Village/Town/Settlement
Cave
Chasm
Stable
Great Fairy Fountain
Demon Statue

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All Fruit Map - The Sky

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001 Melt the ice with fire, then lift the stone on the ground.

002 Step on the leaf icon and ride the wind to the other side.

003~004 From the southeast of seed marker l ocations 003~004, enter the Hebra Large Fossil (Cave). In the left and right eyes of the giant fossil, there is a Kor ok in each, and you need to use a bow and arrow to burst the balloons inside . For the Korok in the left eye, you can jump off the fossil head and wall to ac tivate Link's time for shooting; for the right eye, climb near the fossil head and aim directly.

005 Climb to the top of the mountain and lift the stone after melting the ice.

2006 As shown in the figure, use the Ultrahand ability to lift the cube, making the shap es on both sides of the cube identical.

0077 Attack the dandelion and pick it up before it lands.

008~009 Transport the Korok to its friend, this l ocation is a landslide, recommended Use platform carts, sleds, and other tools.

Find 4 wooden planks near the three statues. There are two o n the right in Figure 2010, and the other two are on the stone pillars next to them. Use the four wooden planks to build a roof over the statues.

Loss Lift the stone on a conspicuous "cliff."

012 Chase after the moving fairy dust and press the A button to interact.

013 Stand on the wooden post here and reach the target location within the time limit.

014~015 Starting from the position in the picture, take the Korok to its friend. The terrain is relatively flat, so you can transport it on foot.

016

Below the small cliff, use Ascend on the marker.

017

Follow the trail of flowers from the location shown in the illustration, all the way to the fallen stone pillar.

018 Shoot the balloons near the windmill.

019

Climb the dead tree and investigate the fairy dust.

020

Step onto the wooden post and reach the target location within the time limit.

021

Climb the dead tree to investigate the fairy dust.

022

Go behind the blocks and piece together the scattered blocks as shown in the picture.

023

Get two wooden boards from the higher ground nearby, join them together to form a long strip, and cover the roof above the statue. That's it.

024

Melt the ice and then lift the stone.

025

Shoot the balloons next to the windmill.

025 Use the nearby stone to assemble it on the counterweight and pull off the wooden stake cover.

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027 Observe the stone formations on the ground and walk in the directio n of the two gaps; you can find stones next to the mountain wall to fill the gaps.

031 Raise the stone at the mountaintop.

0364 As shown in the figure, piece the blocks together.

028 Melt the ice on the cliff edge and lift the stone.

032-033 Transport the Korok to their friend. There's a fan an d control stick on the left of the image, and a raft at the 'port' on the right.

037 Chase the flower around the roof in a circle.

029 Lift the stone.

034 ☆ Find the wooden planks on the left and cover the roofs of the th ree statues.

038 Chase the flower around in a circle; its path goes behind the five statues.

030 ☆ Lift the stone at the mountaintop.

035 Follow the guidance of the nearby arrows to reach the top of the r ock and interact with the fairy dust that appears.

039 Above the cave entrance, the snow is shaped like a bird. Lift the stone at the eye.

040 Climb to the top of trees, move stones.

044 Complete the stone formation on the ground with a stone, which is located on the nearby hillside.

048 Hold up a stone at the edge of the cliff at the highest point of Rito Village.

041 Find a giant dragon bone in the Dragonbone Mire, locate the flower beneath it, and follow it to climb the bone. Head.

045 Climb to the top of the tree and lift the stone.

09 At the small cave next to the shrine, lift the stone.

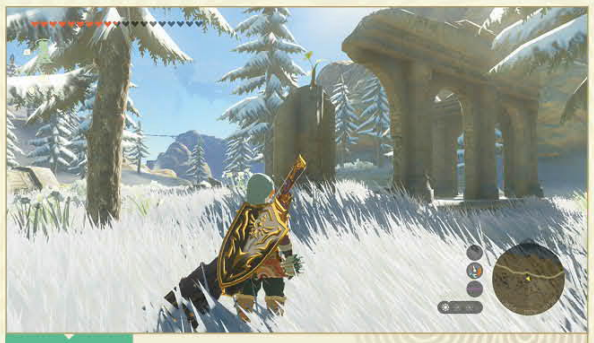
042 In the open space within Dragonbone Mire, lift the stone.

046 Assemble the blocks to form a cube.

050 Raise the stone on a reef south of Rito Village. *Head.*

043 In the canyon, use Ascend on the mark.

047 Use the wooden planks nearby to patch up the roof.



051 Follow the flowers along the ruins.

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052 Shoot the balloons at the windmill.

053 On the chimney of the mountaineering hut, investigate the fairy dust.

054 Use Ascend when aligned with the marker.

055 Start from the position shown in the illustration and reach the opposite hillside by passing through the ring. Be careful of the Ice Pebblits along the way.

056 Complete the stone circle on the ground; the stone is located on the cliff side.

057 Climb to the top of the tree and investigate the fairy dust.

058 ♡ Complete the stone circle; walk in the direction of the gap to find the missing stone.

059 At the entrance of the cave in the northwest of Hebra Mountain, go a little to the left and find the marked spot to use Ascend.

060 Walk towards the gap in the stone circle, lift the stone, and complete the circle.

061-062 Transport the Korok to its friend. There's a hot air balloon and iron plate in the monster camp nearby. When you're high enough, use Ultrahand to throw the Korok to its friend.

063 As shown in the picture, piece the blocks together.

064 Below the Hebra Lake landmark, on the isolated island in the center of the lake, lift the stone. It is recommended to glide from a high place to this location.

065 066 Transport the Korok to its friend. There's a Flame Emitter, a hot air balloon, and a rocket nearby, with woode n planks on the right. Be careful the wooden planks catch fire when using the Flame Emitter and rocket.

071 Shoot the balloons near the windmill. They move in a fixed patter n and overlap and pause briefly at their initial position , which is the best time to shoot them.

075 As shown in the figure, lift the block and embed it.

06 Under the bridge of the Hebra River, shoot at the pendant.

072 Lift a stone near the cliff.

Near the starting point of 076~077, there are tires, stone slabs, and sleds av ailable downhill. There is an uphill slope in front of where the Korok friend is located, requiring the use of tires or fan s for propulsion.

068 As shown in the figure, piece the blocks together.

073 Track the fairy dust in the Silent Woods.

078 Climb to the top of the North Lomei Castle Ruins and shoot the ballo ons near the windmill. The balloons move very fast, so it's recomme nded to aim at the center and shoot in advance as the balloon is about to pass.

069~070 Repair the suspension bridge with planks, and yo u can transport the Korok along the slope to Next to friends.

074 Raise the stone on the Dragon's Tear pattern.

079 Place the stones in the stone circle to make the patterns on both sides match. (Th e stones are next to the cliff, separated by rocks in the middle)

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080 Shoot the target in the tree hollow.

081 Glide from the hillside to the target location without landing in between.

082 Lift the giant rock from the large hole in the ground and place it on the nearby three-pronged tree trunk.

083 Find the red rock on the hillside, locate the Korok mark in the crevice, and use Ascend.

084 Lift the stone on the right and fill the gap in the stone arrangement.

085 Lift the boulder in the picture and place it on the three-pronged tree trunk.

086 Shoot the balloons at the windmill on the small hillside.

087 After arriving near the target location, float down to the lower area along the river (the water here is icy, requiring ice creation to cross). After detaching the cube, place it in from the other side.

088 On the "small island" in the middle of the river, complete the stone formation with stones.

089 At the bottom of the valley, arrange the blocks below to match the shape of the blocks above.

090 Climb up the chimney on the roof and investigate the fairy dust.

091 On the hillside south of the Dragon's Tear pattern, shoot the target with an arrow.

09 Near the ruins, shoot the target inside the tree stump.

0964 Outside the Forgotten Temple, on top of the southwestern pillar,

Trigger the windmill to shoot the balloons.

101

Place the large rock from the pit onto the three-pronged tree trunk.

093 Use the wooden planks on the side to cover the roof.

097

Use Ascend under the hillside outside the stable.

102

Inside the shrine, on the bottom right level, lift the stone.

094

Shoot the targets in the ruins.

098

Place a Chillfruit in the altar on the right.

103

Inside the shrine, climb the tree and lift the stone.

095

Melt the ice around the monster camp, enter the cave and use Ascend, and after reaching the top, lift the stone.

Head.

099～100

Transport the Korok to its friend; the terrain is relatively flat, no

It's difficult.

104

Move the blocks on the top of the shrine or between the rocks so that the shapes of the objects on both sides are the same.

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105~106

Send Klogger to a friend's side by simply throwing him down the hillside.

Just go.

111

Climb the pillar at the western entrance of the ruins, activate the challenge, and glide to the designated location without falling.

Ground.

116

Embed the blocks as shown in the picture.

107

Attach the rocket to the wooden post nearby, activate the rocket to break the post, and be careful not to block the rocket's nozzle.

112

Climb the pillar next to the western passage of the ruins and lift the stone.

117~118

Transport the Korok to its friend. There are stone slabs and tires nearby.

Control stick.

108

Complete the stone arrangement with stones on the edge of the cliff.

113~114

Send the Korok to its friend; this is uphill but not difficult.

If you accidentally fall, remember to use Recall to recover.

119

Lift the stone on the dead tree.

109~110

Send Koglo to his friend,

Simply let it roll down the hillside.

115

Lift the stone.

120~121

Transport the Korok to its friend.

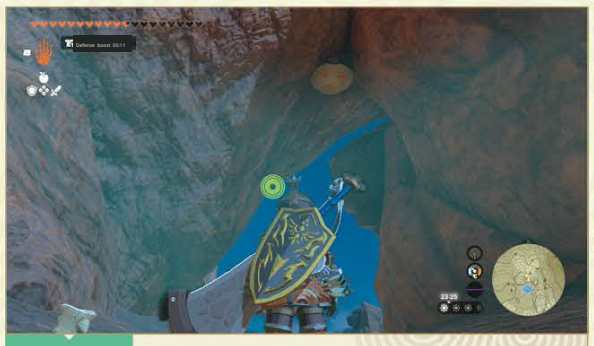
Wood and the Korok are included.

You will sink quickly upon entering the swamp, so it is recommended to use flying devices.

Or use rockets for transportation.

122 Raise the stone on the hilt of the Dragon's Tear pattern sword.

127 Shoot the counterweight below the stairs.



132 Use Ascend under the rock.

123～124 Send the Korok to its friend. There's a platf orm cart on the other side of the slope and Fan.

128 Climb to the top of the shop and investigate the fairy dust.

133 Triggered from high rocky places, reach the target location within the time limit.

125 Cli mb to the tail of the fossil and investigate the fairy dust . It's easy to slip here, no need to go to the tip, just w ait for the fairy dust to move.

129～130 Send a Korok to its friend.

134 Under the rock, catch the dandelion that flies away.

126 Complete the stone circle with two stones, matching the ston e color to the scene. Using Ultrahand makes this easier. Observe.

131 Assemble the blocks according to the diagram.

135 Shoot the counterweight under the bridge.

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136~137

Send a Korok to its friend; using minecarts and fans can improve efficiency.

142

Start from the indicated location on the map and glide to the finish point without landing.

146

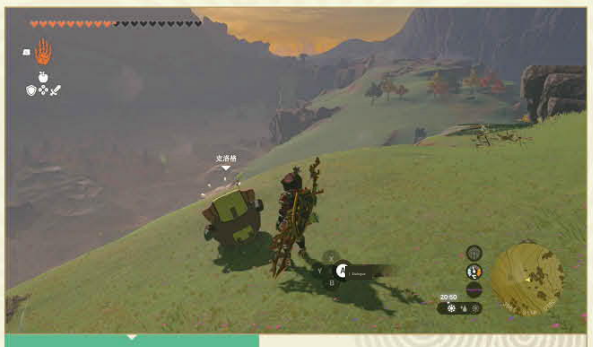
Place an apple in the altar.

138

Climb onto the high platform and reach the rock indicated by the arrow, Interact with the Fairy Dust.

143

On a small stone peak in the middle of the lake, lift the stone.



147~148

Send the Korok to its friend. It is recommended to use the wing on the ground to the right.

It is recommended to attach the Korok inside the ring at the center of the wing. Lift the wing towards the friend's direction and release it to let it drift with the wind.

139~140

Send Korok to his friend; the transport direction is on the left side of the image.

On the right are items such as tires, control sticks, and stone slabs.

144

Amidst the rocks in the depression, shoot the balloon near the windmill.

149

Find the marker at a high place, and glide to the end without landing.

141

Climb the thickest dead tree and stand next to the windmill to start shooting balloons. All three balloons here are hidden behind three thin dead trees.

145

At 14S, halfway up the mountain, embed the block as shown in the picture.

150

Move the boulder onto the three-pronged tree trunk.

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151 Shoot at the seeds hanging from the chains.

156 Offer Big Sword Bananas in front of all three statues.

160 Dive into the water garland in a diving posture.

152 IS2 can be found by lifting a stone.

157 Investigate the top of the research institute to find it.

161 Break the balloon inside the statue's mouth to get it.

153~154 Transport the Korok to th e cliff ahead.

158 Shoot the targets on the windmill atop the maze wall.

Complete.

162 Simply lift the stone while standing on the stone hand.

155 Touch the flowers in sequence on the small hill.

159 Complete the stone arrangement pattern using the two small st ones nearby.

163 Break the balloons under the high bridge.

Dive into the ring of water in a diving posture.

168～169 Transport the Korok to the cliff ahead.

173 Follow the flowers under the bridge and climb all the way to the bridge.

165 Offer the same pot to the stone statue on the right.

170 Place the iron puzzle piece into the gap in the middle.

174 Investigate the moving fairy dust on the ground.

166 Fill the gap at the top with the iron block.

171 Place the iron puzzle piece into the gap in the middle.

175 Break the balloon under the road.

167 Stand on the tree stump and then use the paraglider to float to another tree stump.

172 Place the large rock at the bottom of the slope onto the wooden frame.

176 Repair the gaps in the shed with wooden planks.

177～178

Transport the Korok to the destination ahead.

Just go to the destination.

182～183

Just transport the Korok to the dest
ination ahead.

187～188

Transport the Korok to the destination ahead.

Just go to the destination.

179

Climb the tree and investigate.

184

Dive into the water garland in a diving posture.

189

After sweeping away the fallen leaves, lift the stone.

180

Place the iron puzzle piece into the gap in the middle.

185

After sweeping away the fallen leaves, lift the stone.

190

Investigate the Fairy Dust.

181 You can touch the moving fairy dust on the wall.

186 Place the iron puzzle piece into the empty space in the middle.

191～192

Transport the Korok to the destination ahead.

Just go to the destination.

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193 Simply lift the stone.

198 Place the iron puzzle piece into the gap in the middle.

202 Climb to the top of the tree to investigate.

194 After sweeping the fallen leaves, lift the stone.

199 Just lift the stone.

203 Offer Spicy Peppers in front of all four stone statues.

195~196 Just transport the Korok to the destination ahead.

200 You can pull out the plug, stick all the small stones to the plug, and then throw it down.

204 The starting point of the puzzle is on the stone pillar standing next to it. Stand on the tree stump and use the paraglider to float to another tree stump.

197 Stand on the tree stump and use the paraglider to float to another tree stump.

201 Shoot the seed under the wooden bridge.

205 Place the large rock at the bottom of the slope onto the wooden frame.

206 Use Ascend on the tree stump.

211

Attack dandelions and pick up the seeds before they land.

Complete.

215

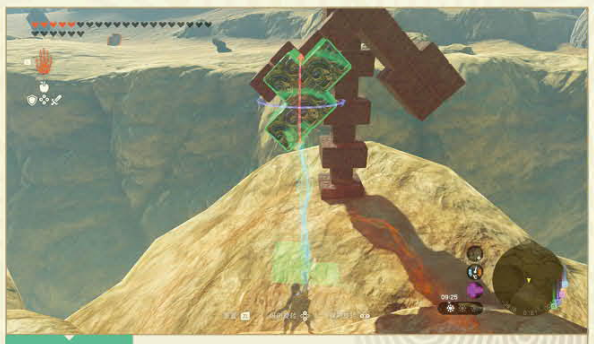
The puzzle starts at the stone pillar in the picture. Follow the flowers and climb the stone pillar to unlock it.

207 ~208

Just transport the Korok to the dest ination ahead.

212

After sweeping away the fallen leaves, lift the stone.



216

Place the iron puzzle into the windmill blade.

209 Investigate the fairy dust moving around the stone pillars.

213

Shoot the balloon between the two stone pillars.

217 ~218

Just transport the Korok to the dest ination ahead.

210 Use Ascend on the tree stump.

214

Place the iron puzzle piece into the gap in the middle.

219

Use Ascend while aiming at the tree stump.

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220 Repair the gaps in the shed with wooden planks.

225 Stand on the tree stump and pass through the rings within the time limit. It's much easier with the Wind Sage's ability.

229 Investigate the horse head on the stable's roof to obtain.

221 Simply lift the stone.

Stand on the tree stump and pass through the rings within the time limit, then use Ascend to reach the top of the stone pillar.

230～231 Just transport the Korok to the dest ination ahead.

222～223 Just transport the Korok to the dest ination ahead.

227 Shoot the balloon below the hole in the bridge.

232 Complete the stone arrangement.

224 ☆ You can chase flowers in the forest; the flowers are all... The root location.

228 Lift the small stone under the bridge.

233 Lift the stone.

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234

The starting point is on a slightly higher mountain to the east. Stand on the tree stump and pass through the aura within the time limit.

Having the Wind Sage's ability will make it very easy.

238

Investigate the middle of the triangle. The investigation point is quite high, so you need to stack the large stones next to it.

Elevate.

242

Investigate the fairy dust moving around the stone pillar.

235

Jump into the garland in the water.

239

Investigate the top of the withered tree.

243

After sweeping the fallen leaves from the top of the stone pillar, lift the stone.

236

Place the iron puzzle piece into the top corner.

240

Use Ascend while aiming at the tree stump.

244

Investigate the top of the stone pillar to proceed.

237

Lift the stone on the outside of the cliff.

241

After sweeping away the fallen leaves, lift the stone.

245~246

Transport the Korok to the destination above.

Just go to the destination.

247 Investigate the fairy dust moving under the tree.

251 Investigate the fairy dust high up between the three stones; you can build a platform using the wooden boards nearby.

Platform.

255 Place the large rock at the bottom of the slope onto the wooden frame.

248 Investigate the top of the stone ring.

252 Pull out the plug. It is recommended to attach a rocket directly to the plug to pull it out.

256 ♡ Lift the stone.

249 Lift the stone under the bridge.

253 Shoot the suspended seeds to solve the puzzle.

257 Offer apples in front of the two stone statues.

250 Stand at the windmill and shoot the distant balloons.

254 Shoot the seeds hanging under the bridge.

258 Investigate the top of the stone.

259~260

Transport the Korok to the destination ahead.

Just go to the destination.

261

Offer Big Sword Bananas in front of all three statues.

262 Investigate the fairy dust at a high place. You need to build a platform. Ther e are no materials around, so it is recommended to build one in advance and copy it directly using the blueprint.

263 Dive into the water garland in a diving posture.

264 Shoot the target in the tree hole.

265

The starting position is shown in the figure. Stand on the wooden stake and float to the island in the river to reach the target location.

266~267

Transport the Korok to the destination ahead.

Just go to the destination.

268

The starting point is on the southern hillside as shown in the picture. Stand on the wooden stake and pass through the aura within the time limit.

269

Shoot the seeds by the bridge.

270

Investigate the moving fairy dust next to the stone statue.

271

Complete the stone arrangement on the riverbank.

272

Use Ascend while aiming at the tree stump.

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273 Investigate the moving fairy dust on the ground.

277 Shoot the balloons at the windmill in the wall hole.

281 Investigate the top of the Hyrule Castle main tower.

274 Place the iron puzzle piece into the empty space in the middle.

278 Shoot the suspended seeds to solve the puzzle.

282 Simply ring the bell of the main tower.

> 275 4 Shoot the balloons in the bridge arch to complete.

279 Start from the mountaintop at a high altitude, stand on the wooden post, and then float to the target location.

283 At the westernmost end of Hyrule Castle 1F, shoot the balloons outside Zelda's research lab window.

276 Simply lift the stone.

280 Jump into the garland in the water.

284 This can be investigated at the top of Zelda's Research Lab tower.

285

Simply lift the stone under the stone bridge in front of the castle.

289

Investigate the moving fairy dust on the grass.

293

Stand at the windmill and shoot the target.

286

Solve the iron plate puzzle at the easternmost end of Castle B2.

290

Investigate the top of the Threefold Sanctum.

294

Castle 1F Southeast corner, shoot the balloon on top of the tower.

287

The starting point is outside the window of the castle wall tower, just chase the flo wers.

291

Simply lift the stone under the small bridge; the player cannot enter and can only use Ultrahand.

295

Complete the stone circle to solve the puzzle.

288

Located at the southwest corner of Castle B1. Shoot the target at the windmill.

292

Place the iron puzzle piece into the gap.

296

Lift the stone under the wooden bridge.

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297 Lift the stone at the top of the city gate tower.

301 Attack the dandelion and press A to interact b efore it lands.

305 After touching the Fairy Flower, it will teleport along the nearby b roken castle walls several times. Follow it and continue to touch it. Continue touching it.

298 Dive into the water garland in a diving posture.

307 Lift the stone here.

306 Burning this pile of dead leaves will reveal a stone. Lift it up.

299 Lift up the stone.

303 Shoot the target hidden in the treetop.

307 You can lift the stone here.

300 Iron puzzle: Make the puzzle in the right room match the one o n the left.

304 Shoot the target hidden in the tree trunk.

308 You can lift the stone here.

3094 Use Ascend to go up from here.

313 Press A to interact and catch up with the fast-moving fairy dust.

318 Attack the dandelion and press A to interact before it lands.

310 Stand on the tree stump with a windmill and several targets will appear. Shoot the appearing targets with a bow and arrow to destroy them.

Complete.

314~315 Use a vehicle to bring the Korok with the back pack to the campfire emitting green smoke.

That's it.

319 Press A to interact and catch up with the fast-moving f
airy dust.

311 Shoot the target hidden in the tree trunk.

316 The fairy flower will move around several city wall pilla
rs nearby. Just follow it.

320 The fairy flower will move along the ridge. Just follow it.

Complete.

312 Shoot the target hidden under the bridge.

317 Dive into this ring of aquatic plants from the rocks u
nder the bridge.

321 Shoot the target hidden under the bridge.

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322～323

Use a vehicle to bring the Korok with the bac

kpack to the campfire emitting green smoke.

That's it.

326

Lift the stone in the center of the Mud Pond to solve it.

330

Above this black rock, there's a subtle indentati

on in the rock wall. Enter it to find a wooden beam at the top. Aim at the beam and use Ascend.

32 Shoot the target hidden under the wooden shed.

32 Swim into the hole in the mouth of this stone skull

Go and lift the stone inside.

331～332

Use a vehicle to transport the Korok's b

ackpack to the campfire above the cliff.

That's it.

328

Starting from the tree stump on this wooden platform, reach the

ring on the opposite wooden platform within the time limit.

Complete.

333

You can lift the stone here.

325

Looking back from the entrance of the Mud Lake cave, there's a p

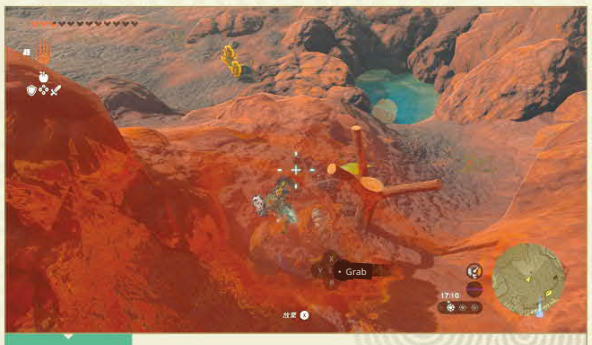
ot hanging in the dilapidated house below the entrance. Shoot it.

Destroy them to proceed.

329

Standing near the windmill will cause several targets to appear; shoot them to d

estroy them.



334

Use Ultrahand to move the large rock from the small pool

below onto the wooden support in front of you.

335

4. Use Ultrahand to move the large stone below to the surface.

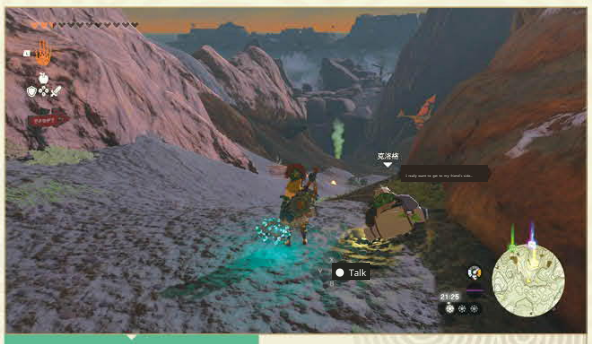
You can place it on the wooden support in front of you.

341

Shoot the target hidden in the tree trunk.

345

The Fairy Flower will move between several tree stump s; just follow it.



336～337

Use a vehicle to bring the Korok with the back pack to the campfire emitting green smoke.

That's it.

342

Climb or use Ascend to reach the highest point of Balthus's restauran t (it is recommended to wear fireproof armor to defe nd against lava damage), and you will see Fairy Dust. Interact with it.

346

Use Ultrahand to move the stones by the river to fill the gaps in the stone formati on in the shallow water in the middle of the river.

338～339

Use a vehicle to bring the Korok with the back pack to the campfire emitting green smoke.

That will do. If the destination is far and the terrain is rugged, it is recommended to use a flying vehicl e for direct access.

343

You can lift the stone here.

347

Enter this hollow skull-shaped stone mountain. There's a w ooden beam on the ceiling. Use Ascend targeting it.

340

Find the intersection of the three red arrows, which i s this rock, and interact with it while standing on it.

That's it.

344

Shoot the balloons to clear it.

348

Attack the dandelion, and press A to investigate before it lands.

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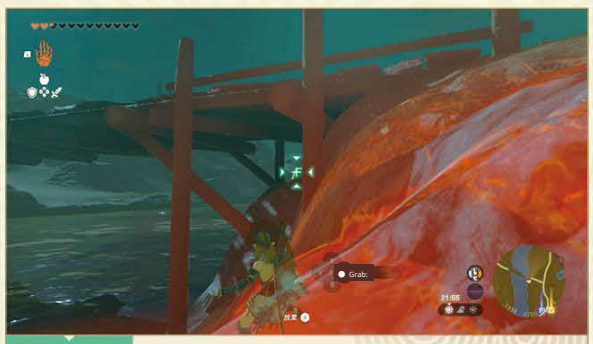
349 Burn this pile of fallen leaves and lift the revealed stone.

Complete.

353 You can lift the stone here.

357 ~ 358 Use a vehicle to bring the Korok with the back pack to the campfire emitting green smoke.

That's it.



350 Lift the stone under the bridge.

354 Shoot the target in the water.

359 ~ 360 Use a vehicle to bring the Korok with the ba ckpack to the campfire emitting green smoke.

That's it.

361 You can lift the stone here.

351 Shoot the target hidden in the tree trunk.

355 Approach the windmill, and several targets will appear; shoot them down.

352 Place the apple in the empty bowl on the right.

356 Burn the pile of fallen leaves and lift the revealed st one.

362 Use Ultrahand to grab the nearby cube, rotate it, and embed it i nto the hole in the ground, so that the ground forms a dice pattern with 4 dots.

363~369 Transport the Korok backpack using vehicles.

Bring it to the campfire with green smoke.

That's it.

368

Use Ultrahand to push the plug to the bottom of the water, then pre ss the L button again to release Ultrahand. You can then use buoyan cy to pull the plug out.

372~373

Use a vehicle to bring the Korok with the back pack to the campfire emitting green smoke.

That's it.

365 Shoot the hanging target.

369

Find stones nearby and use Ultrahand to fill in th e gaps in the two rows of stones.

374

Find stones nearby and use Ultrahand to fill in the gaps in the stone circle.

366 From here, dive into the aquatic plant circle.

That's it.

370

Lift the stone on the central large tree.

37S: H

ead to this location on the map to find a s mall cave. Inside, you'll see a wooden post o n the ceiling. Use Ascend on it.

367

Find the fairy flower in the skull-shaped stone cave, t ouch it, and follow it.

371

You can lift the stone here.

376: You can find a dandelion under the large stone bridge. Attack it.

Interact with dandelions by pressing A before they land.

Interact to activate it.

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377 Step on the wooden post and pass through the distant rings within th e time limit. It is recommended to build a water or flying vehicle in ad vance and ride it after activating the rings.

381 Find the intersection of the directions indicated by the three red arrow s, which is this pillar, and interact with it while standing on it.

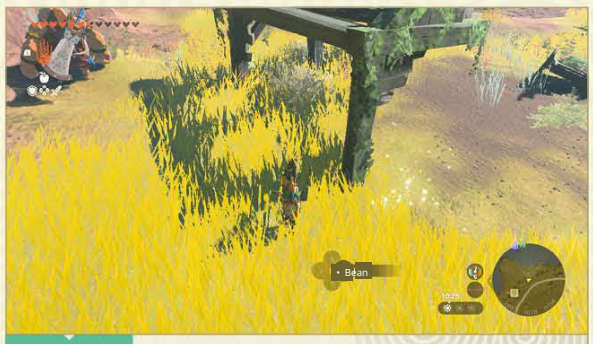
That's it.

385 You can lift the stone here.

378 Embed it at this angle.

382 Rapidly press the A button next to this tree to catch Fairy Dust.

386 ☆ Embed it at this angle.



379 Press the A button repeatedly next to this pillar to capt ure fairy dust.

383 Burn the pile of fallen leaves and lift the revealed st one.

387 Find the Fairy Flower here, touch it, and foll ow it.

380 Use Ultrahand to stick the plug to a large rock, then throw t he large rock down the building.

384 Go to the highest point of the Akkala Citadel Ruins to interact with the Fairy Dust. Be careful, Gloom Spawn (tentacle monsters) will appear here at night.

388 Use the Ultrahand ability to pull the bell in the very center of Tarrey T own.

389

Simply lift the stone block on top of the entrance arch of Hateno Village.

393

Find the intersection point indicated by the three red arrows, which is the top of this tree, and climb directly up to interact with it.

399

Step onto the wooden post and pass through the distant rings within the time limit.

390

Find the fairy flower here, touch it, and it will follow you.

394

Observe the movement path of the fairy dust and wait where it passes.

400

Climb to the top of the tree and interact with the fairy dust.

391

Simply fit the plank back into the damaged wooden shed roof.

395~396

Use a vehicle to bring the Korok with the backpack to the campfire emitting green smoke.

That's it.

401

Three targets will appear near the windmill; shoot them all to complete it.

Don't miss the target on top of the tower.

392

Observe the movement path of the fairy dust and wait where it passes.

397~398

4. Use vehicles to transport the Korok backpacks

Bring it to the campfire with green smoke.

That's it.

402

You can lift the stone here.

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403 Find stones nearby and use Ultrahand to fill the gaps in the stone circle.

404~405 Use a vehicle to bring the Korok with the backpack to the campfire emitting green smoke.

That's it.

406 There's a tree stump at the top of the cave. You can aim at it with Ascend, but there's a pond below, so you'll need to chop down a tree to create a foothold.

407 Underneath the large rock in the picture above, you can find a Fairy Flower. Touching it will cause it to move south. Follow it, and it will eventually lead you to the top of the small mountain peak not far away (pictured below). Touch it when you reach the top.

408 Use Ultrahand to push the plug to the bottom of the water, then press the L button again to release Ultrahand. You can then use buoyancy to pull the plug out.

109 Lift the stone here to proceed.

Find the intersection of the three red arrows at 410, which is the top of this large rock. Climb directly to the top and interact with it.

411 Several targets will appear near the windmill. Shoot them all to destroy them.

412 Shoot the target hidden in the tree trunk.

Step onto the tree stump at the starting point and reach the light ring not far away within the time limit. Just jump and glide with the paraglider. If you have the Wind Sage, you can also use it to blow and increase your speed.

To solve this, you need to obtain the Zora Armor first. Step onto the wooden stake, then aim in the direction of the circle and swim towards the waterfall. Press A to climb the waterfall when you are close to it.

415 Find stones nearby and use Ultrahand to fill th e gap in the stone circle.

419 Use Ultrahand to push the plug to the bottom of the water, then press the L button again to release Ultrahand, and you can use buoyanc y to pull the plug out.

423 Go to the highest point of the main Zora's Domain structur e and interact with the Fairy Dust.

416 Lift the stone here.

420 Use Ultrahand to move the two stones on-site to fill the ga p in the stone triangle formation.

424 Several targets will appear near the windmill. Shoot them all to destroy them.

You can dive into the circle of aquatic plants. You can first walk, ride a ve hicle, or obtain the Zora Armor and use the waterfall climbing ab ility to reach the top of the waterfall before jumping down.

421 Flip the brick upside down and embed it at this angle to form a complete cube.

Okay.

425 You can lift the stone here.

418 Find stones nearby and use Ultrahand to fill the gap in the stone circle.

422 You can lift the stone here.

426 Interact with the fairy dust at the top of the tree.

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427 The location is on the highest peak of Luto Mountain. Step on the wo oden stake and then jump towards the target light spot.

428 The target balloon is hidden under the stairs. Jump down, dr aw your bow, and shoot it in Link Time.

429 The fairy flower is hidden beneath this large rock. Touch it, and it will lead you. The small flower will only move within t his small area beneath the rock.

430～431 Use a vehicle to bring the Korok with the back pack to the campfire emitting green smoke.

That's it.

432～433 Use a vehicle to bring the Korok with the back pack to the campfire emitting green smoke.

That's it.

434 Near the windmill, several targets will appear at a dista nce. Shoot them down.

435 ☆ Lift the stone here.

436 Embed it at this angle.

437 Embed it at this angle.

438 ☆ Lift the stone here.

439 Located behind the waterfall below puzzle location #44 0. Lift the stone hidden behind the waterfall to access.

440 Simply use the Ultrahand ability to move the large stone on the opposite side o nto the wooden support next to you.

441

Several targets will appear near the windmill; shoot them all to destroy th em.

446

Find some rocks nearby and use Ultrahand to fill in the gaps in the two rows of stones.

450

Find the intersection point of the three red arro ws, which is this tree. Climb to the top and inte ract with the fairy dust.

442

Observe the cliff next to the updraft; you'll see a recessed area in the middle. Go inside, and you'l l see wooden posts above. Use Ascend on the posts.

447

Find the nearby wooden planks, use Ultrahand to build a bridge, cr oss over, and interact with the fairy dust on the edge of the cliff.

Complete.

After YSI

arrives at the location shown in the diagram, move a large rock (note that ruin stones will not work) from nearby to above the w ooden frame and stabilize it to obtain the reward.

CCZ

Use Ultrahand to stick a large rock to the plug, lift it up, an d then drop it down.

448

Step onto the wooden stake, then jump and deploy the paraglider to glide and land on the target.

452

There are three wooden planks to the left of the two statues at the lo cation shown. Use them to cover the top of the statues to obtain it.

444～445

Use a vehicle to bring the Korok with the ba ckpack to the campfire emitting green smoke.

That's it.

449

The starting point is on the cliff where the Gataneeshis Shrine is lo cated. You can find it by heading north from the shrine exit. Step on the wooden post and use the nearby updraft to reach the light ring within the time limit.

453

Stepping on the wooden post at the location shown in the image will start a tim ed challenge. Use Ascend to pass through the roof and touch the light ring located on the roof one level above to obtain it.

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ASY can be obtained by lifting the rock in the illustrated position. Below this po sition, there are several upward air vents. Players can ride th e wind from the bottom to reach here.

459

Melt the ice at the location shown in the illustration, then lift the rock sealed inside to obtain it.

463

Press the A button to investigate the fairy dust located on the top o f the tree to obtain it.

455～456

Find the Korok at the location shown and transport it to the green smoke to the north to receive a reward.

Wings and sleds scattered in the ruins northeast of this Korok c an be used to create a transport vehicle, but be aware of enem ies such as mages and Lynels roaming the land.

460 Stand o n top of the wooden post shown in the picture, and then quickly touch t he halo in front to obtain it. Since the time limit is short, it is recomme nded to use a vehicle equipped with a rocket to complete the challenge.

464

Complete the diamond-shaped rock formation as shown in the illustration to obtai n it. The rocks for filling are visible on the right side of the illustration.

457 Shoot the balloon located at the bottom of the stone bridge shown in the illustration to obta in it.

461

You can obtain it by filling the gap in the stone circle with a stone near the ice block.

465 Lift the rock at the top of the indicated location to obtain it. A Frost Gleeok will definitely spot you here, so be prepared for battle.

458

At the location shown, you can see fairy dust moving around t he trees. Approach and press the A button to investigate and obtain it.

462

Use Ultrahand to rotate the plate located in the center of the mechanism at the locati on shown in the illustration and lay it flat on top to obtain the reward.

466

Rotate the brick to the angle shown in the illustration and embed it int o the wall.

467 Touch the fairy flower located at the illustrated location and follow it to the cave at the numbered icon to obtain it.

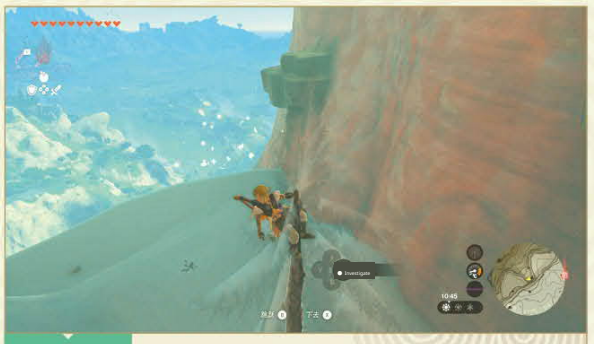
468 Lift the rock at the indicated location to obtain it.

469 Press A to investigate the top of the tree at the location shown in the illustration to obtain Fairy Dust.

470 Stand near the windmill at the location shown in the picture and shoot the three moving balloons that appear to obtain it.

471 After finding the wooden stake at the location shown in the illustration, use Ascend to pass through it to obtain.

472 There is a pile of wooden planks to the right of the statue shown. Use them to cover the top of the statue to obtain it.



473 Press A to investigate the fairy dust located at the top of the tree in the illustrated position to obtain it.

Acquired after obtaining 474. Use Ultrahand to attach the wooden plug to the three iron plates and lower it to pull out the plug stuck in the tree trunk.

475 Go to the location shown and you'll find a block of ice. Melt it to reveal a rock, then lift the rock to obtain it.

476 Use the nearby stones to fill in the three gaps in the spiral rock formation shown to obtain it.

477 Transport the large stone block in the distance to the illustrated wooden frame above and stabilize it to obtain.

Acquired after 478 laps. Step on the wooden stake located at the position shown in the ground diagram, then touch the light that appears at the numbered icon position downwards.

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479

Place a greatsword and a banana in front of the three stone statues shown in the pict ure to obtain it.

484

Stand near the windmill at the location shown in the picture and shoot the three moving balloons that appear to obtain it.

488

Step on the wooden stake shown in the illustration, and a target will appear . Glide down and land on the target to obtain it.

480

Embed the brick located at the numbered icon position into the mechanism at t he angle shown in the illustration.

485

After climbing to the top of the giant skeleton shown in th e illustration, attack the dandelion at this location. Approac h the seed that flies out and press A to obtain it. Since the seed descends s lowly, you can wait for it to fall on the ground.

489

☆ Embed the bricks near the numbered location into the mechanism at the angle s hown in the illustration to obtain it.

481

After descending to the desert at the bottom, shoot the target hangin g above as shown in the picture to obtain it.

486

☆ After finding the wooden stake at the location shown in the illustration, use Asc end to pass through it from the bottom to obtain it. Since there is quicksan d in this area that interferes with movement, it is recommended to use Zonai devices such as stak es or platform carts to create a foothold.

490

Pick up the rock located at the illustrated location to obtain it.

482 483

After finding the Korok at the location shown in the illustration at coordinates 482 483, tr ansport it to the numbered icon location to obt ain a reward. A large number of materials are scattered on the platform behind the Korok, which can be used to create transportation tools to break through the quicksand.

487

Touch the fairy flower located at the illustrated location and foll ow it down to the numbered location to obtain a reward.

Obtain.

491

Press the A button to investigate the fairy dust circling at the illustrated l ocation to obtain a reward.

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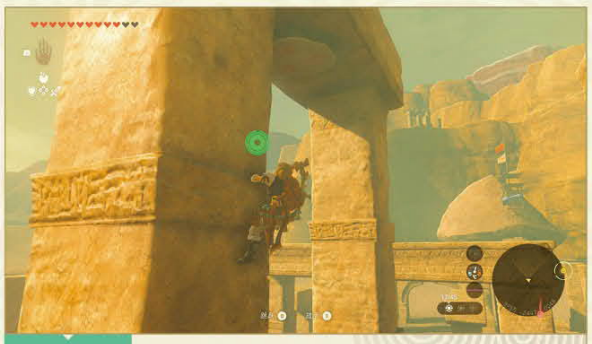
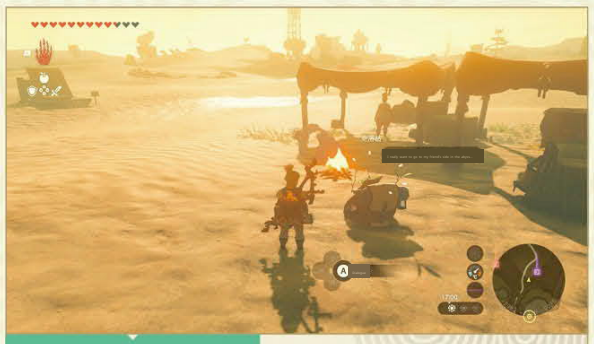


492

Find the wooden stake at the location shown and use Ascend to pass through it to obtain.

496

Use Ultrahand to stick the wooden plug to the two iron boxes in the distanc e and drop them down. After pulling out the wooden plug stuck in the tree trunk, you can obtain it.

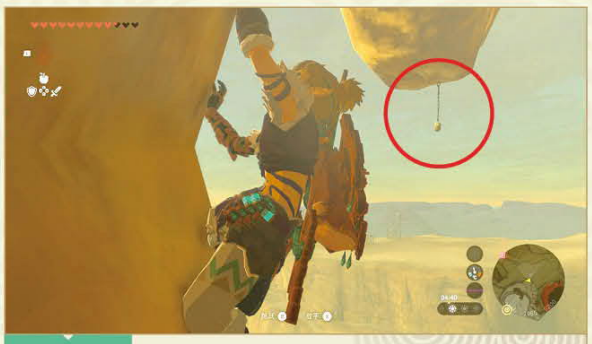


SOO~SOL

SOO~SOL can be obtained by sending the Korok at the location shown in t he picture to the smoke signal northwes t of Karariko Bazaar. You can use the nearby building material piles or rent a Sand Seal to make a transport vehicle.

493

493 Lift the rock located at the position shown in the picture to obtain it.



497

Below Korok #496, you can see the hanging acorn in th e picture. Shoot it to obtain the Korok.

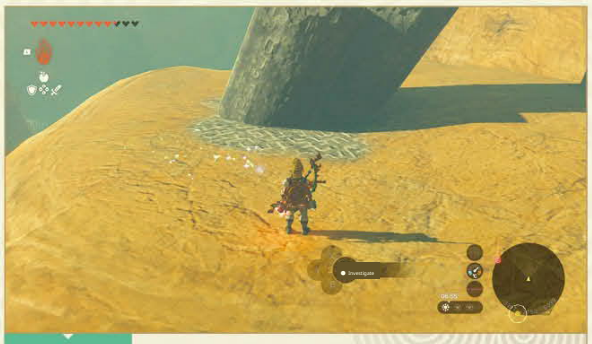
S02

After climbing onto the roof, press A to investigate the fairy d ust located here to obtain it.

494

Attack the dandelion at the indicated location, the n approach the seed that flies out and press A.

Acquisition.



At location 4

98 shown in the illustration, you can see Fairy Dust moving around the stone pillar. Approach and press the A button to investigate and acqui re it.

S03

Touch the Fairy Flower located at the illustrated spot, and foll ow it as it circles back to its original location to acquire it.

495

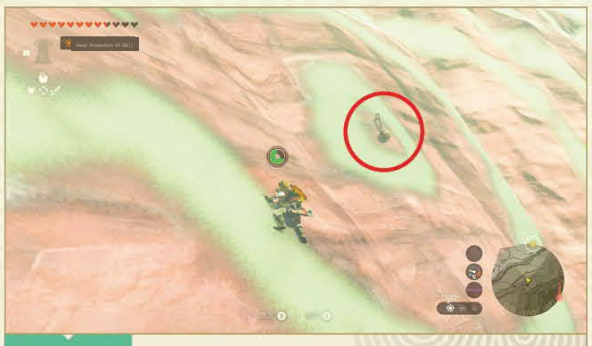
Stand near the windmill at the location shown in the picture and shoot the three moving balloons that appear to obtain it.

499

Use nearby stones to complete the arch-shaped stone for mation to obtain it.

S04

☆ Embed the bricks near the numbered location into the mechanism at the angl e shown in the illustration to obtain it.



S05: Shoot the hanging acorns shown in the picture to obtain it.

S06 Melt the ice located at the indicated position and lift the rock sealed in the ice to obtain it.

▶ S07: After stepping on the tree stump located at the position shown in the illustration, pass through the rings that appear ahead within the time limit to obtain it. It is recommended to use the Wind Sage's ability + gliding challenge.

S08 Find the wooden post at the bottom of the stone bridge and use Ascend to pass through it to obtain it.

S09 Use Ultrahand to stick the wooden plug to the large rock and push it downwards. After pulling out the wooden plug stuck in the tree trunk,

Acquisition.

S10 Complete the missing section of the figure-eight rock formation with nearby stones to obtain it.

See Below There is a pile of wooden boards opposite the three statues at the location shown. Use them to cover the top of the statues to obtain it.

S12 Lift the rock at the indicated location to obtain it.

S13 Press the A button to investigate the fairy dust located here to obtain it.

S14 Shoot the acorns hanging under the bridge as shown in the picture to obtain them.

S15~S16 Use the elevator near the location shown to send the Korok to the upper level.

Meet with a friend to obtain it.

S17 Burn the pile of leaves in the picture and lift the rock buried underneath to obtain it.

S18

Move the large stone block above the illustrated wooden frame and st abilize it to obtain the reward.

S22～S23

Use the large-wheeled off-road vehicle next to it to transport the Korok to the green smoke.

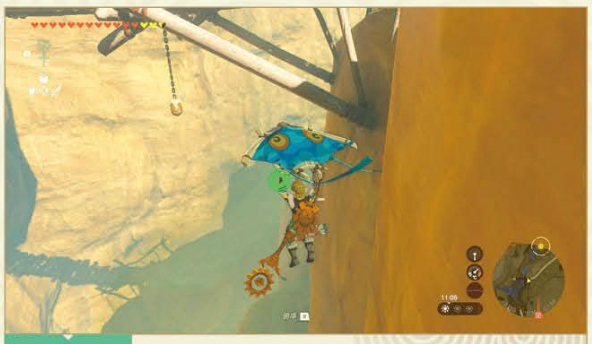
You can send it to the green smoke.

S27

Lift the rock at the indicated location to obtain it.

S19

Step on the tree stump located at the position shown in the illustration, and pass through the rings that appear above within the time limit to obtain it.



S24

Shoot the acorns hanging under the bridge in the picture to obt ain it.

S28

Lift the rock located on top of the tree to obtain it.

S20

Shoot down the hanging acorns in the picture to obtain it.

S25

Lift the rock at the indicated location to obtain it.

S29

Find the wooden stake at the top of the cave and use Ascend to pass through it to obtain it.

S21

Use the stone block at the end of the stone bridge to fill the gap in the diamond-s haped rock formation.

S26

Lift the rock at the indicated location to obtain it.

S30

Simply lift the stone inside the tree stump.

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531-532 Use nearby materials to assemble a transport vehicle and deliver th e Korok at the location shown in the pict ure to the smoke signal downhill.

S36

Touch the fairy flower located on the island in the lake, then follow it to the location of the numbered icon to obtain it.

S40

Find the stake located at the top of the cave and use Ascend to pass through it to obtain.

S33 After stepping on the stake on the rocky cliff by the river, a target appears. Gli de down and land on the target to obtain it.

S37

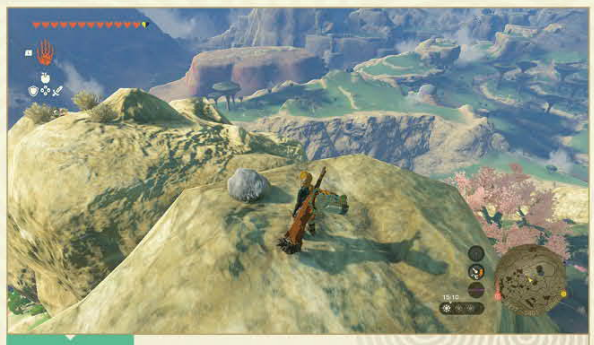
After stepping on the wooden stake on the high platform, a target will appear. Glide down and land on the target to obtain it.

S41

Lift the stone at the top of the thickest tree in the fores t to get it.

S34

Use the stones located at the edge of the cliff to complete the gap in th e arch-shaped stone formation.



S38

☆ Lift the stone at the top of the mountain.

542 Shoot the acorn hidden inside a tree trunk in the lake to obtain it.

Available.

S35 Embed the blocks into the mechanism at the illustrated angle.

S39

Move the large stone block from a distance above the illustrated wooden frame and stabilize it to obtain.

S43~S44

You can obtain it by taking the Korok to the smoke signal location on the high ground. In front of the Korok, near the ruins, are scattered several iron plates that can be used for transport.

Near the ruins in front of the Korok are scattered several iron plates that can be used for tra nsport.

SHS Lift the stone at the top of the tree.

S49 Press the A button to investigate the fairy dust circling around this area.

> S$3 Use the nearby wooden planks to cover the top of the shed in the picture to obtain it. The angle of the wooden planks needs to match the gap at the top.

S46 Lift the stone at the location shown in the picture.

S50 Place a golden apple in the empty space in front of the statue as shown.

S54 Embed the brick into the mechanism at the angle shown to obtain it.

S47 Press A to investigate the fairy dust circling the big tree.

S51 Touch and follow the fairy flowers next to the stone statue . Circle the statue once.

S55 Stand near the windmill and shoot the three moving balloons that appear to obtain it.
个移动气球即可获得。

548 Press A to investigate the fairy dust located at the top of the fountain to obtain it.

S52 Obtained by lifting the stone located in the center of the river.

S56 Obtained by shooting the balloons located under the bridge.

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SS7: Atta ch the wooden plug to a nearby raft and sink it into the water. Use the raft's buoyancy to pull the plug out of the tree stump to obtain it. However, this method is difficult to use in practice. It is recommended to use a more general solution: attach a rocket to the wooden plug and launch it vertically upwards.

561~562: Bring the Korok at the illustrated location to the green smoke signal at the higher place. There are two stakes stuck on the distant ruin fragments, which can be used as transportation.

S67 ~S68

Take the Korok to the green smoke signal across the river. It's nearby.

Scattered wooden planks can be used to make rafts.

558 Lift the stone located under the bridge to obtain.

S63

Complete the two gaps in the pictured rock circle using nearby rocks.

S69

Use the nearby trees to create a foothold, approach the fairy dust shown in the picture, and press the A button to investigate to obtain it.

Obtain.

559 Lift the stone located at the illustrated position to obtain it.

564-565 Guide the Korok at the illustrated location to the green smoke signal high above. Near the Korok behind the ruins fragments, there are some Zonai devices scattered around, which can be used to create an aircraft.

570 Inside the ruins, look up at the northwest corner to see the balloon on top of the tower. Use Ascend to go up one level, then climb to the top and shoot it down.

5560 Use the nearby Chillshrooms to freeze the water surface and walk to the center of the lake, where you will see Fairy Dust. Press A to investigate and obtain it.

Check to acquire.

566 Can be obtained by lifting the rock at the location indicated by the icon on the mountaintop where the two-handed sword is stuck.

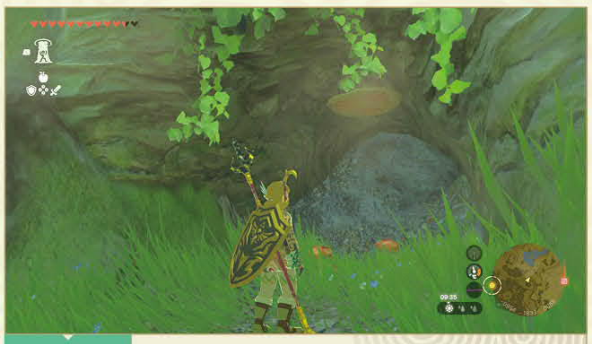
S71

You can find Fairy Dust by climbing to the top of the ruins and pressing the A button to investigate.

S72 Lift the stone located on the island in the center of the lake to obtain it.

S77 Stick the wooden plug to the log and drop it down, then pull out the plug stuck in the tree stump to obtain it.

S81 Shoot and destroy the acorns hidden in the tree trunk.



S73 Find the cave shown in the illustration, and use Ascend to pass through the wooden stake at the top to obtain it.

S78 Stand near the windmill on top of the thick tree trunk shown in the illustration and shoot the three moving balloons that appear to get it.

S82 Place an apple in front of the seemingly empty stone statue.

S74~S75 Transport the Korok to the green smoke. The Zonai devices and materials scattered nearby can be used to create a transport vehicle.

S79 After finding the fairy flower in a hollow tree stump in the pool at 579, touch and follow it to the numbered icon location.

S83~S84 Take the Korok to the green smoke point at a high place, but nearby...

Insufficient materials available. It is recommended to prepare your own materials to create a hot air balloon or aircraft for transportation.

S76 Press A to collect the fairy dust while approaching and circling the tree.

Check to acquire.

S80 Obtain by lifting the stone located on top of the dead tree.

S85 Attack the dandelion here, approach the seeds that fly out, and press the A button to obtain.

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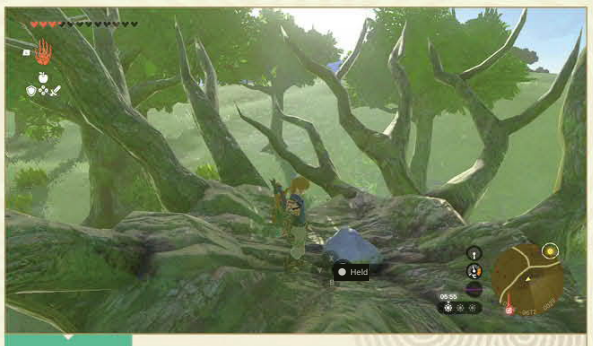
S86 Jump from the icon location on Akkala Bridge and pass through the gr ass ring in the image in a diving posture.

For 590-591, just send the Korok to the green smoke point in the distance. However, th ere are not enough materials available nearby, so it is recommended to bring your own materials to make a transport vehicle.



S95 Lift the rock located on top of the thick tree.

S87 Shoot the acorns hanging under the bridge to detonate them.

592 Step on the wooden stake of the decayed ancient tree located in the cent er of the pool, then the target appears. Glide down to the t arget to obtain it.

S96 Lift the rock located above the fountain ruins.

S97 Obtain by lifting the stone at the top of the large ruin fragment next to the shrine.

S88 Attack the dandelion here, approach the seeds that fly out, and press the A button to obtain.

S93 ☆ Shoot the acorns hanging under the wooden bridge.

S98 Shoot the acorns in the tree hollow to burst them.

589 Lift the stone located by the water to obtain.

S94 Fill the gap in the circular stone arrangement with nearby stones.

S99~600 Use the scattered materials nearby to crea te a transport vehicle. Deliver the Korok to the green smoke signal point in the distance.

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601

Under the rock on the tree. (*Note: Remember to take this rock with you, as it will be needed for 602 later).

605

Shoot the bottle hanging on the tree with an arrow.

610~611

Transport the Korok to the designated location.

602

Place the stone numbered 601 in the missing spot in the circle of stones.

position.

606

Stand on the tree stump in the illustrated position, then glide to the marked location.

612

Catch the moving fairy dust on the hill.

603

Below the protruding stone.

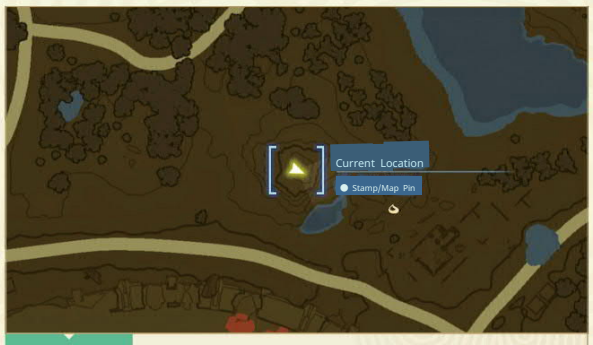
607~608

Go to the location shown to trigger the backpack Korok and transport it to the designated location.

position.

613

Place the block into the gap as shown in the illustration.



604

Go to the stump on the hillside at the illustrated location to trigger the puzzle. D609 Go to the windmill on the tower and trigger three balloons. Pass through the circle locations within the specified time. Destroy all of them to complete the puzzle.

614

Note that this is not on the mountain, but in the cave next to a group of Bokoblins below. There is a wooden stake above the cave; use Ascend to pass through.

615 Place a banana in each of the grooves in front of the three statues outside.

619 Below the teardrop-marked stone on the hillside.

624 Triggered on the windmill stone in the middle of the lake; break all the balloons to complete.

616 Rotate the cube to the illustrated position and fill it into the gap. Located at the bottom of the valley.

620 Climb to the top of the tree and interact with the fairy dust.

625 Fairy dust in the gap under the broken bridge.

617 Place two nearby stones in the gaps of the stone circle, ensuring there are four stones on each side.

621~622 Transport the Korok to the designated location.

626 Shoot the jar on top of the broken pillar in the middle.

618 Investigate the fairy dust on a stone by the lakeside at D68. You need to use the objects on the platform next to it to build a platform you can stand on.

623 Triggered by the wooden stake on top of the city gate, arrive at the designated location within the specified time.

627 Under the stone ruins at the top of one side of the city gate.

628 Place the wooden board from the tree onto the missing part of the roof.

632 Below the stones on the roof above the area.

636～637 Transport it to the designated location.

629 ☆ Dive into the lotus ring in a diving posture.

633 Throw an apple into the empty statue groove in front of you.

638 Place the stones from the nearby pit onto the forked branch.

630 Place the stone below the cliff into the fork of the tree.

634 Stand on the wooden stake at the top and reach the designated location within the specified time.

639 Trigger the event at the stake on top of the giant broken wooden structure. Arrive at the designated location within the time limit.

631 Follow the fairy flower in the center of the forest.

635 Follow the arrow to the designated tree and investigate the fairy dust.

640～641 Go to the designated location for transport.

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642 Catch the fairy dust in the pit.

Attack dandelions 66, then pick up the falling seeds.

650～651 Go to the designated location for transport.

643 Throw an apple into the empty statue groove in front of you.

647 Burn away the fallen leaves beneath the tree root and lift the stone.

652 Follow the fairy flower.

644 Follow the fairy flower.

648 > Under the stone on top of the pillar at the bridgehead.

653 Place the stones from the nearby pit onto the tree.

645 Place the stones from the nearby pit onto the tree branch.

649 On a clearing under the bridge, use Ascend to pass through the wooden post upwards.

654-655 Transport to the designated location

656 Shoot the jars inside the tree hollow.

660 Attack the dandelion, then pick up the falling seeds.

664 Dive into the lotus circle.

657 Place the stones from the nearby pit onto the forked branch.

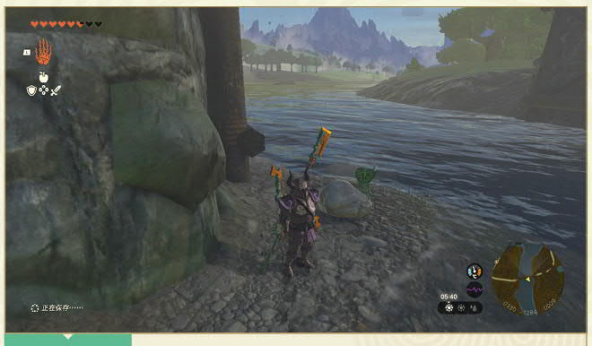
661 Rotate the puzzle to match the illustration and place it in the gap.

665～666 Go to the designated location for transport.

658 Place the nearby planks over the gap in the roof.

662 Shoot the jars inside the fallen tree by the lake.

667 Stand on the wooden post and reach the designated location within the time limit.



659 Lift the stone under the bridge.

663 Lift up the teardrop-shaped stone in the middle.

668 Pull out the plug under the bridge; rockets can be attached.

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669 Lift the stone by the lake.

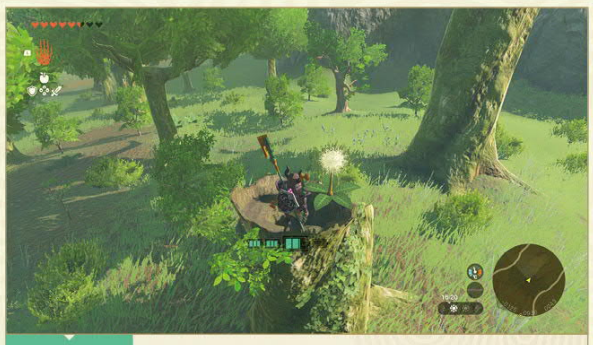
673 Shoot the jars inside the fallen tree.

677 Investigate the fairy dust on the hill between the two arrows.

670 Grab the fairy dust.

674 Attack the dandelion, then pick up the falling seeds.

678 Place the stone in the gap in the stone circle.



671 Attack the dandelion, then pick up the falling seeds.

675 Repair the roof with nearby wooden planks.

679 Lift the stone at the edge of the cliff.

672 Burn the fallen leaves in the ruins and lift the stone.

676 Stand on the wooden post and reach the designated location within the time limit.

680 Lift the stone on the highest tree.

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681～682 Transport it to the designated location.

687 Shoot the jars on the tree.

691 Pierce the balloons on the tree.

683 Dive into the lotus circle.

688 Lift the stones on the tree.

692 Shoot the jars on the tree.

684 Attack the dandelion, then pick up the falling seeds.

689 Lift the stones on the tree.

693 Lift the stone at the highest point.

685～686 Transport it to the designated location.

690 Lift the stone from the ground.

694 Follow the fairy flower.

Attack dandelions to scatter their seeds, then pick them up.

699 Place the stone in the gap in the stone circle.

703 Follow the fairy flower.

6964 Investigate the fairy dust on the roof.

700 Lift the stone on the hillside.

704 Shoot the balloons on the tree.

697 Grab the fairy dust under the house.

701 Lift the stone on the hillside platform.

705 Attack the dandelion, then pick up the falling seeds.

> 698 44 Shoot the jars under the bridge.

702 Shoot the jars inside the tree hollow.

706~707 Transport it to the designated location.

708 Assemble the shapes as shown in the figure.

712 Trigger the balloon at the windmill near the tree, then shoot it.

716 Grab the fairy dust.

709 Reach the windmill at the mountaintop, then shoot the balloons.

713 Pull out the plug; rockets can be used.

717 Shoot the balloon at the top of the waterfall.

710 Stand on the wooden post at the summit, then jump and glide to the designated location.

714 Lift the stone under the fallen leaves beneath the bridge.

718 Place the stone in the tree fork.

711 Pull out the plug on the hillside; rockets can be used.

715 Lift the boulder at the mountaintop.

719 Use Ascend to pass through the wooden stakes above the two statues.

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720~721 Go to the designated location for transport.

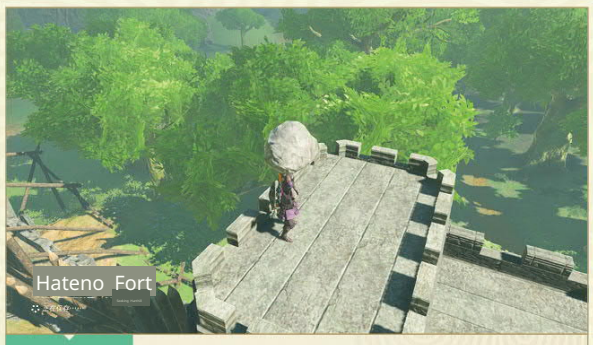
725 Pull out the plug; rockets can be used.

7730 Attack dandelions and then pick up the falling seeds.

722 Stand in the tree stump to catch fairy dust.

2726 Shoot the balloon under the archway.

731 Shoot the jars inside the fallen tree.



723 Pick up the stone at the top of the city wall.

727~728 Go to the designated location for transport.

732 Dive into the lotus circle.

724 On the chimney of the lakeside cabin.

729 Dive into the lotus circle.

733 Follow the fairy flowers in the tree stump.

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734 Pull out the plug; rockets can be used.

738 Stand at the windmill by the tree next to the mountain gully and shoot the balloons.

742~743 Transport it to the designated location.

73S Shoot the jars hanging from the tree on the hillside.

739 Shoot the balloons on the tree.

744 Place an apple in the empty statue groove in front of you.

▶ 736 4 Lift the stone on the mountain top.

740 Match the patterns on both sides to be completely identical.

745 Collect fairy dust from the rooftop.

737 Place an apple in front of each of the empty statues.

741 Lift the stone block on the mountainside platform.

746 Stand on the wooden post at the mountaintop, then glide to the designated location.

747 Grab the fairy dust.

751~752 Transport it to the designated location.

757 Use Ultrahand to repeatedly strike the bell until the Korok appears.

748 Pick up the stone on the roof.

753 Lift the stone in the center of the lake.

758 3. Grab the fairy dust next to the tree in the center of the lake.

749 Rotate the block to the illustrated state to fill the gap.

754 4. Interact with the fairy dust at the top of the flag.

759 Lift the stones on the tree.

750 Dive into the lotus circle.

755~756 Transport it to the designated location.

760 Go to the windmill and trigger the balloon, then shoot it.

761 Rotate the block to the illustrated position and fill it into the gap.

766 Attack the dandelion, then pick up the falling seeds.

770 Pull out the plug; rockets can be used.

762 Lift the stone on the middle platform.

767 Investigate the fairy dust on the stone indicated by the arrow.

771 Investigate the fairy dust on the roof of the research institute.

763-764 Transport to the designated location.

768 Rotate the blocks to match the illustrated situation and fill in the gaps.

772 Stand next to the windmill to trigger the balloon, then shoot it.

765 Investigate the fairy dust on the tree in the middle of the arrow.

769 Lift the stone on the hilltop.

773 Fill the gaps in the stone formation with nearby stones.

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774 Follow the fairy flower.

778 Investigate the fairy dust on the treetop.

783 Attack the dandelion, then pick up the falling seeds.

775 Place the stone on the branch.

779~780 Transport it to the designated location.

784 Climb to the top of a leafless tree trunk and investigate the fairy dust.

776 Investigate the fairy dust on the treetop.

781 Use the nearby stones to complete the moon.

785 Rotate the block to the illustrated position and fill it into the gap.

777 Investigate the fairy dust on the treetop.

782 Pull out the plug; rockets can be used.

786 Pull out the plug; rockets can be used.

787 Lift the stone at the bottom of the stairs.

791~792 Transport it to the designated location.

797 Shoot the jars hanging from the tree.

788 Follow the fairy flower next to the tree on the hillside.

793 Place 3 apples in front of the statue.

798 Follow the fairy flower, next to the tree on the cliff.

789 Shoot the jars hanging from the tree.

794 Lift the stones on the tree.

Dive into the lotus pod.

790 Place the stone in the fork of the tree.

795~796 Transport it to the designated location.

800 Light the bonfire next to the statue, throw a sea bream into it, and after it's cooked, use Ultrahand to place it into the empty In the groove.

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801 After completing the figure-eight stone formation, you can find the Korok. It's not easy to find stones nearby, so you can prepare a weapon fused with a stone beforehand, as shown in the picture, to use as a substitute. Replace.

806 Rotate the metal block on top so that the vertical axis faces forward, insert it into the gap, and you can find the Korok.

810 Lift the stone to find the Korok.

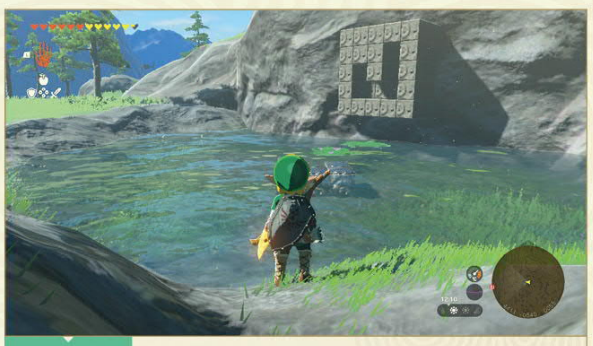
802~803 There are broken rafts on the coast that can be repaired, but during the day... The wind direction is reversed, so it's recommended to use a fan to blow it to the opposite side as shown in the picture.

807 Place the stones from the center of the stone formation on the edge to form a hexagon. It is recommended to come during the day, otherwise the stones may be picked up by enemies and thrown far away.

811 Investigate the fairy dust at the location indicated by the icon. If you can't find it right away, observe the red arrow signs on the reef here, at the intersection where the signs point.

804 Place the stones from the center of the stone formation on the edge, to form a hexagon. It is recommended to come during the day, otherwise Otherwise, the stone might be picked up by an enemy and thrown far away.

808 After stepping on the wooden post at the starting point, jump off the cliff edge and deploy the paraglider. The updraft will carry Link to the finish line.



812 Complete the illustrated statue restoration.

805 Chase the fairy flower and find the Korok.

Attack dandelions with 809, and press A to investigate before the seeds land.

813 After entering the tunnel, look towards the vault to see a tree stump marked with a Korok leaf. Use Ascend to find the Korok.

814~815

There is a Zonai Wing next to the K orok; place the Korok on the Wing. Place it in the middle and throw it off the cliff. For stability, it is not recom mended for Link to ride along. You can also add a rocket to the Wing.

816

Dive into the circle shown in the picture on the reef to fin d the Korok.

817

Find Koroks by chasing the fairy flowers that indicate their location.

818

Chase the fairy dust to find the Korok.

819

Strike the dandelion and catch the dandelion seed.

820~821

You can find the lost Korok under the cliff where the shrine is located.

822~823

There are convenient vehicle parts near the Korok; choose

If you choose this method, be careful of the quicksand along the way.

824

Step on the tree stump marked with a Korok leaf at the location shown in the illu stration and pass through the finish line within the time limit.

825

Investigate the fairy dust on the chimney of the bar.

826

Enter the city's well in the northwest corner and use Ascend to pass t hrough the tree stump at the end of the well.

827

Hit the dandelion at the top of the shrine and grab the d andelion seed.

828

Chase the fairy flower located behind the shrine.

829

Climb to the top of the tower, activate the stump, and glide accurately to the targ et point on the lower level.

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You can find sleds, fans, and control sticks below the ruins where th e lost Korok is located at coordinates 830−8318, but be careful as this area is downhill, and the sled may sl ide away on its own.

·8364 Follow the fairy dust to find the Korok.

840

Pull out the stopper in the tree stump to find the Korok. Consid er attaching the nearby stone to the other end of the stopper a nd then dropping it off the cliff.

832

Activate the tree stump on top of the giant sword statue next to the cen tral quicksand whirlpool, and then sprint all the way to the end.

(No other assistance is needed. Run through the arms of the statue where the finish line is located, and then run up the slope from behind.)

833~834

There are convenient vehicle parts near the Korok; choose

If you choose this method, be careful of the quicksand along the way.

835

Strike the dandelion and catch the dandelion seed.

837

You can find it by lifting the stone of the stone arch.

841

Use Ascend to pass through the wooden post under the stone arch.

838

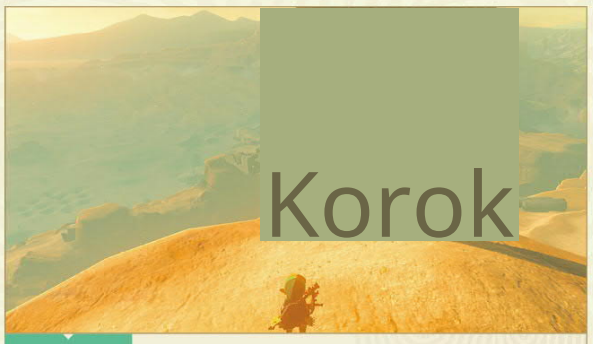
☆ Complete the missing stone sculpture on the right to find a Koro k.

842

Lift the stone to find the Korok.

839

After approaching the windmill at the top of the maze, shoot down the three b alloons.



843

Restore the stone statue on the right to find the Korok.

844 Move the two isolated stones to restore the stone formation to the state shown in the figure.

848 Shoot down the jars hanging from trees to find a Korok.

853 Lift the rock on the mountaintop to find a Korok.

845 Investigate the fairy dust to discover a Korok. If you can't find it right away, look for the red arrow marks on nearby small stones, pointing to the intersection of the lines.

849 Restore the stone statue to find a Korok.

854 Lift the stone located on the small protrusion on the cliff face to find a Korok.

846 Restore the stone statue to find the Korok.

850~851 Although there are parts for making ground vehicles near the Korok, it is more recommended to use a flying machine directly because the destination is at a high altitude.

855 Chase the fairy flower located at the top center of the stone formation to find a Korok.

Follow the fairy flowers to find Koroks.

852 Follow the fairy dust to find Koroks.

856 Use Ultrahand to place the large rock from nearby between the tree branches.

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857 Use Ultrahand to place the large rock from nearby between the tr ee branches.

861 You can find a Korok by diving into the circle of water.

866 Use Ultrahand to place the large rock from nearby between the tr ee branches.

858 You can find a Korok by lifting a stone.

862 You can find a Korok by diving into the circle of water.

867～868 Simply deliver the Korok to its friend. It is recommended to use a rocket or Use Ultrahand in combination with Recall to directly carry it to its friend.

859 Use Ultrahand to place the large rock from nearby between the tr ee branches.

863-864 The Korok that got separated from its friend is located at the bottom of the canyon. Be aware tha t the road ahead has curves; don't just roll the Korok down the slope, or it will fall off the cliff.

869 Follow the red arrow signs and investigate the fairy dust t o find the Korok.

860 Restore the stone statue to find a Korok.

865 Lift the stone in the tree stump to find a Korok.

870 Pull the cork out of the stump to find a Korok. If you don't have suitable materials, you can combine the small stones on the platform and stick them to the other end of the cork, then throw it down.

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871 Shoot the cans floating in Lake Hylia to find a Korok.

.

876 Restore the stone statue to find a Korok.

881 Climb to the top of the stone pillar of the ruins, trigger the windmill, and then shoot down the three balloons. The balloons are far away, so consider at taching bat wings to the arrows before shooting.

872-873 Near the lost Korok, some Zonai rockets can be fo und under the arch in the dista nce, originally intended for players to enter the cave above. It can be used, but it can also be used to launch Koroks.

877 Chase the fairy flower to find the Korok.

882 Investigate the fairy dust to find the Korok.

874 Use Ultrahand to place the large rock nearby between the tree branches.

878~879 Simple boat-building components can be found behind the lost Korok.

parts only.

883 Shoot the balloons under the bridge to find the Korok.

875 ☆ Jump from the bridge into the circle in the water.

880 Lift the rock to find a Korok.

8 Use Ascend to pass through the tree stump above this holl ow rock.

885 Hit a dandelion and pick up its seeds to find a Korok.

889 Hit a dandelion and pick up its seeds to find a Korok.

893 Activate the windmill and shoot down three balloons.

886 Restore the stone statue here to find a Korok.

80 There are many protrusions with stones on the cliff face. On the largest protrusion, use Ultrahand to observe and place the only stone that can be picked up on the right side, matching the other stones.

894 Lift the large stone inside the stone pillar, then lift a regular-sized stone to discover a Korok.

887 Lift the stone in the center of the large tree stump to find a Korok.

891 Use Ascend to pass through the tree stump on the ceiling inside the tunnel.

895 Enter the cave behind the waterfall, clear away the fallen leaves at the location shown in the picture, and then lift the stone to discover a Korok.

.

888 Chase the fairy flower to find the Korok.

892 Investigate the fairy dust on the treetop.

3. Jump into the circle beside the waterfall. Since the position is high and difficult to aim, you can glide to the vicinity above first, and then use the R button to jump in.

897 Restore the stone statue to find a Korok.

902 Investigate the fairy dust to find the Korok.

▶ 906 4 Investigate the Fairy Dust to find the Korok.

898 Offer a Mighty Banana at the empty altar.

903 Lift the stone between the tree branches under the bridge to find a Korok.

907 Step on the tree stump located among the stones on the southeast corner of the coast and reach the finish line within the time limit. Here, you only need to sprint in the water for th e entire course if you have enough stamina.

899-900: Bring the lost Korok to its friend. Since the stable is nearby, you c an use a horse-drawn carriage if available.

904 Investigate the fairy dust to find the Korok.

908～909 Bring the lost Korok to it s friend.

901 Hit a dandelion and pick up its seeds to find a Korok.

905 Jump into the circle in the center of the pool to find the Korok.

910～911 Bring the lost Korok to it s friend.

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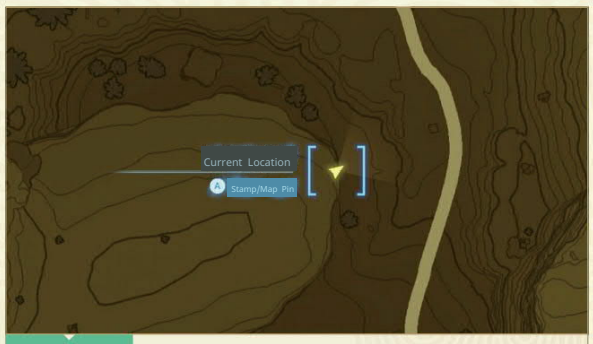
912 Interact with the windmill on the mountaintop and shoot down three balloons.

916 Follow the fairy dust to find Koroks.

920 Follow the red arrow at the top of the skeleton, and investigate the fa iry on the skeleton at the intersection of the arrow's extension line.

Dust.



913 After stepping on the starting stump at the location shown, head straight for the f inish line. The slope on the opposite mountain can be run directly up, so there is no need to prepare transportation for this.

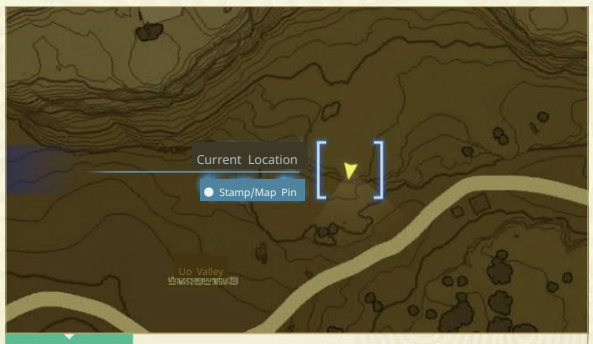
97 After stepping on the starting stump at the location shown, head straight for the fi nish line.

921~922 There are parts for building platform carts near the lost Koroks.

914 Look for stones on the hillside behind to complete the stone arrangement. N ote that if you can't find any, you can also use a weapon fuse d with a stone using Fuse ability to replace them.

918 Submerge the other end of the plug completely in the wa ter to pull it out and find the Korok.

923 Use two slightly larger stones to complete the stone circle.



915 Step on the starting tree stump at the indicated location, then glide to the landing point.

919 Investigate the fairy dust on the treetop to find the Kor ok.

924 Start at the top of the waterfall and dive into the f inish point.

925 After clearing the leaves, lift the stone to find the Korok.

929~930 The lost Korok has sails and leaves that can be used to create wind.

Child.

934 Step on the windmill as shown in the picture on the reef at the northern end of Sahatano Island, and Krogs will appear after shooting down the three balloons on the opposite side.

926 Investigate the Fairy Dust to find the Korok.

931 Climb to the top of the coconut tree and investigate the fairy dust.

935 Investigate the fairy dust on the broken stump in the center of the swamp pool in the middle of Sahatano Island.

927 Break the jars on the trees to find Koroks.

932 Climb to the top of the coconut tree and investigate the fairy dust.

936~937 Find the missing No. 936 from t he cliff top of Urok Cape and transport it to the signal fire location on Toronbo Beach using a Zonai device.

928 Lift the stone on the edge of the protruding platform on the cliff to find a Korok.

933 After completely submerging the other end of the plug in the water, you ca n use buoyancy to pull it out.

938 On a high stone pillar in the middle of Saahatano Island, l ift the stone as shown in the picture to reveal a Korok.

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939 Chase the Korok on the small reef east of the Great Hyrule Forest; it will walk in circles, so just wait on its path.

943 Trigger the starting point on the high island, then glide to the finish line.

947 Find the Korok by lying on the tree stump on the south wall of the small island.

940 Find the Korok by lying on the tree stump on the northwest wall of the small island.

9444 Find the Korok by chasing the fairy flower.

948 ☆ After triggering the starting point on the island, dive down following the fairy dust that appears, and investigate in mid-air to find a Korok.

941 Lift the stone block on top of the arch to find the Korok.

945 Find the Korok by lying on the tree stump on the northeast wall of the small island.

949 Shoot the can at the end of the rail.

942 Trigger the starting point on the floating island shown in the illustration, and then reach the finish line.

946 After triggering the starting point at the top of the maze, dive downwards following the fairy dust that appears, adjusting your position in mid-air.

Check to find a Korok.

950 ☆ You can find a Korok by having it perch on the tree stump on the north wall of the small island.

After triggering the starting point on the island at 951, dive down following the fairy dust that appears, and investigate in mid-air to find a Korok.

955 Trigger the starting point on the illustrated island, then glide to the finish line.

959 After triggering the starting point on the island, dive down following the fairy dust that appears, and investigate in mid-air to find a Korok. Note that this is on the lower part of the island, not on the top surface.

952 Trigger the windmill under the platform and shoot the three balloons.

Check 9 After triggering the starting point at the top of the maze, dive down following the popped fairy dust, and adjust in mid-air.

56 to find the Korok.

960 Trigger the starting point at the location shown, then glide to the finish line.

953 Chase the fairy dust to find the Korok.

957 Trigger the start at a high place, then glide to the finish.

961 Trigger the start at the location shown, then glide to the finish.

Point

954 After triggering the starting point on the island, dive down following the fairy dust that pops up, and investigate in mid-air to find a Korok.

958 Break the can on top of the pillar to find the Korok.

962 After triggering the starting point on the island, dive down following the fairy dust that appears, and investigate in mid-air to find the Korok.

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963 Trigger the starting point at the location shown, then glide to the end. point.

967-968 Around the starting point, there are tree trunks and hook s. Attach the Korok to the hook an d slide along the track.

972 Climb the thickest, tallest tree, and lift a rock at the top to find a Korok.

After triggering the starting point at the top of the maze at 964, dive down following the fairy dust that appears, and investigate in mi d-air to find the Korok.

969 You can find a Korok by lifting a stone on a rock i n the lake.

973 4 Inside the tree stump is a pile of fallen leaves. Burn the fa llen leaves with fire or other means, then lift the stone to find a Korok.

965 You can find the Korok by lying on the tree stump on the southwest wall of the small island.

970 ☆ Chase the fairy dust here to find the Koro k.

974 Dive into the circle formed by floating leaves to find a Korok.

966 Remove the leaves and lift the stone to find the Kor ok.

971☆ Below the Temple of Time, there is a broken pillar. L ook up to find a tree stump with a Korok lea f painted on it. Use Ascend at this spot to find the Korok.

975 Follow the flower here to find the Korok, who will eventually appear next to the big tree.

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976 At the top of the small cave, complete the missing part of the stone circle.

980

Use Ultrahand to rotate the metal parts and complete the statue in to a complete cliff face. Note that this location is on the middle lay er of the sky island, not the top layer.

989~985 There are many minecarts and fans around the starting point. Assemble the t wo and take the Korok to his friend.

977 Complete the missing section of the stone circle next to the large tree.

981

Hit the dandelion and immediately catch the seed that flies out. Be quick to grab it.

986

Lift the stone on top of the building to find the Kor ok.

978

On the illustrated hillside by the lake, there's an op ening blocked by rocks. Blast it open and go down. Facing the cliff view, there's a balloon to the lower left. Shoot it to find a Korok. Note that this location is covered on the map by the cube golem's round island.

982

Step on the lily pad in the center of the tree stump shown in the illustratio n, then investigate the fairy dust to find a Korok.

987

Trigger the starting point at the illustrated location, then glide to the end.

Point

Use Ultrahand to rotate the metal parts and repair the statue.

The frame is entirely made of cubes.

983

Teleport to the Awakening Chamber and investigate the fairy du st in the initial room.

988

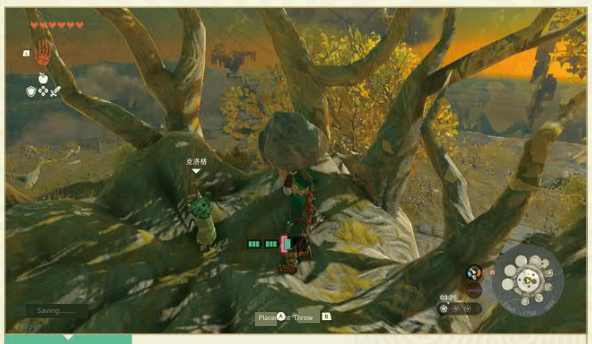
Complete the stone arrangement inside the tree stump to find a Korok. The ne arby stones are quite far, so it's recommended to prepare in advance.

Prepare a weapon fused with a rock using Fuse.

989 After triggering the starting point on the small island, dive down following the fairy dust that appears, and investigate in mid-air to find a Korok.

993 Chase the fairy flower to discover the Korok.

997 You can find the Korok by lying on the tree stump on the southwest wall of the small island.



990 Lift the stone at the top of the big tree to find the Korok.

994 Lift up a lone stone on top of a tree.

998 After triggering the starting point on the island, dive down following the fairy dust that pops up, and investigate in mid-air to find a Korok.

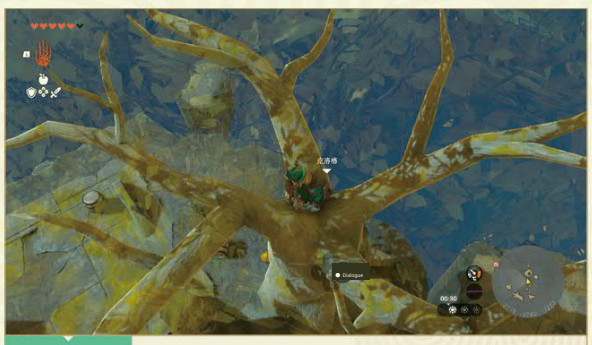
991 Complete the stone circle inside the tree stump to discover a Korok. The nearby stones are quite far away, so it's recommended to prepare a weapon with a stone attached using Fuse beforehand.

995 Leap into the ring of water inside a tree stump.

999 Activate the windmill in the tree stump, then shoot down three balloons.

992 Trigger the start point at the location shown in the diagram and arrive within the time limit.

Finish point.



996 Lift the stone on the tree to find the Korok.

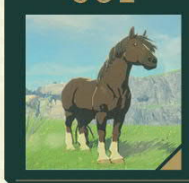
1000 After triggering the starting point on the island, dive down following the fairy dust that appears, and investigate in mid-air to find the Korok.

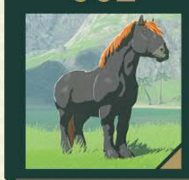
CHAPTER 7
资料库

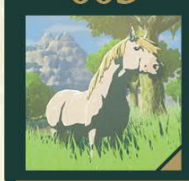
Hyrule Compendium

001-092

Animals

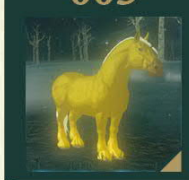
001 Horse

Main Habitat: Hyrule Field, Akkala Highlands
Harvestable Materials: None

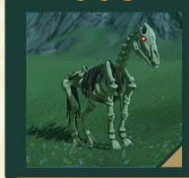
002 Giant Horse

Main Habitat: Unknown
Harvestable Materials: None

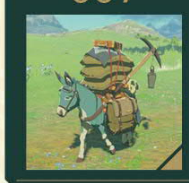
003 White Horse

Main Habitat: Unknown
Harvestable Materials: None

004 Giant White Stallion

See page 143 for main habitat.
Harvestable Materials: None

005 Golden Horse

See page 57 for main habitat
Harvestable Materials: None

006 Stalhorse

Main Habitat: Faron Grasslands, Hyrule Hills
Harvestable Materials: None

007 Donkey

Main Habitat: Hyrule Field
Harvestable Materials: None

008 Sand Seal

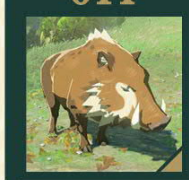
Main Habitat: Gerudo Desert
Harvestable Materials: None

009 Patricia

Main Habitat: Gerudo Town
Harvestable Materials: None

010 Common Squirrel

Main Habitat: Hyrule Field, Satori Mountain
Acorn (collectible material)

011 Forest Boar

Main Habitat: Hyrule Field, West Necluda
Harvestable Material: Animal Meat

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012

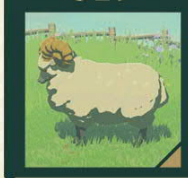
Red-Tusked Boar

CHECK BOX

Main Habitat: Hyrule Ridge, Akkala Highlands

Harvestable Material: Gourmet Meat

019



Highland Sheep

CHECK BOX

Main Habitat: East Necluda, Akkala Highlands

Harvestable Materials: None

013

Black Highland Goat

CHECK BOX

Main habitat: East Necluda, Great Hyrule Forest

Harvestable material: Raw Meat

020

Plains Fox

CHECK BOX

Main habitat: Hyrule Ridge, Lanayru Great Spring

Harvestable material: Raw Meat

014

White Goat

CHECK BOX

Main Habitat: East Necluda, Hyrule Ridge

Harvestable Materials: None

021

Snow Fox

CHECK BOX

Main Habitat: Hebra Mountains, Tabantha Frontier

Harvestable Materials: Gourmet Meat, Prime Meat

015

Mountain Buck

CHECK BOX

Main habitat: Lanayru region, Hyrule Field

Harvestable Material: Gourmet Meat

022

Mountain Bandit Wolf

CHECK BOX

Main Habitat: Tabantha Frontier, Eldin Canyon

Harvestable Materials: Gourmet Meat, Prime Meat

016

Doe

CHECK BOX

Main habitat: Lanayru region, Hyrule Field

Collectible Material: Gourmet Meat

023

Hyena

CHECK BOX

Main Habitat: Gerudo Desert, Gerudo Highlands

Collectible materials: Gourmet Meat, Prime Meat

017

Marsh Buffalo

CHECK BOX

Main habitat: Lanayru Wetlands, Hyrule Ridge

Collectible materials: Gourmet Meat, Prime Meat

024

Snowfield Wolf

CHECK BOX

Main Habitat: Hebra Mountains, Gerudo Highlands

Harvestable Materials: Gourmet Meat, Prime Meat

018

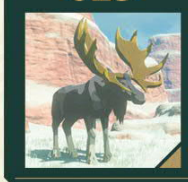
Hateno Cow

CHECK BOX

Main Habitat: Hateno Village, Lurelin Village

Harvestable Materials: None

025



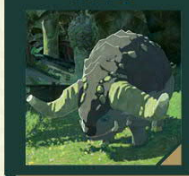
Tabantha Moose

CHECK BOX

Main Habitat: Tabantha Great Snowfield, Hebra Mountains

Harvestable Materials: Gourmet Meat, Prime Meat

026



Donggou

CHECK BOX

Main Habitat: Unknown

Harvestable Materials: None

033

Red Finch

CHECK BOX

Main Habitat: Hebra Mountains, Hyrule Hills

Harvestable Material: Korok Frond

027

Honeyvore Bear

CHECK BOX

Main habitat: Hyrule Ridge, West Necluda

Harvestable materials: Gourmet Meat, Courser Bee Honey, Prime Gourmet Meat

034

Blue Sparrow

CHECK BOX

Main habitat: Lanayru Great Spring, East Necluda

Harvestable Material: Korok Frond

028

Emperor Grizzly Bear

CHECK BOX

Main Habitat: Hebra Mountains, Gerudo Highlands

Collectible Materials: Gourmet Meat, Hearty Salmon, Prime Meat

035

Rainbow Finch

CHECK BOX

Main Habitat: Faron Grasslands, East Necluda

Harvestable Material: Korok Frond

029

Hylian Retriever

CHECK BOX

Main Habitat: Hyrule Field, Eldin Canyon

Harvestable Materials: None

036

Sand Lark

CHECK BOX

Main Habitat: Gerudo Desert

Harvestable Material: Korok Frond

030

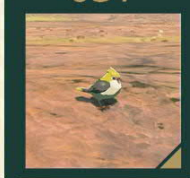
Luminous Stone Deposit

CHECK BOX

Main Habitat: Unknown

Harvestable materials: Unknown

037



Golden Sparrow

CHECKBOX

Main Habitat: Eldin Canyon, Great Sky Island

Harvestable Material: Korok Frond

031

Miyu

CHECK BOX

Main Habitat: Unknown

Acquirable Material: Bubbul Gem

038

Pigeon

CHECK BOX

Main Habitat: Hyrule Field, Hyrule Hills

Collectible Material: Poultry

032

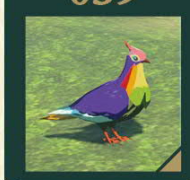
Sparrow

CHECK BOX

Main habitat: Hyrule Ridge, Lanayru Great Spring

Harvestable Material: Korok Frond

039



Rainbow Pigeon

CHECK BOX

Main Habitat: Hyrule Ridge, Akkala Highlands

Collectible Material: Gourmet Poultry

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040 Fire Pigeon

CHECK BOX

Main habitat: Eldin Sky Archipelago, Eldin Canyon

Collectible Material: Gourmet Poultry

041 White Pigeon

CHECK BOX

Main Habitat: Hebra Mountains, Gerudo Highlands

Harvestable Materials: Gourmet Poultry, Prime Poultry

042 Plain Pigeon

CHECK BOX

Main Habitat: Initial Sky Islands, East Gerudo Sky Archipelago

Collectible Materials: Bird Egg, Poultry

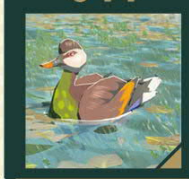
043 Crow

CHECK BOX

Main Habitat: Hyrule Forest, Hyrule Hills

Collectible Material: Poultry

044 White-Starred Duck

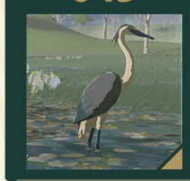


CHECK BOX

Main Habitat: Hyrule Ridge, Lanayru Wetlands

Harvestable Material: Fowl Meat

045 Blue-Winged Heron



CHECK BOX

Main Habitat: Initial Sky Island, Lanayru Wetlands

Harvestable Material: Fowl Meat

046 Wood Pigeon

CHECK BOX

Main Habitat: Hyrule Field, Central Hyrule Sky

Collectible Material: Poultry

047 Island Eagle

CHECK BOX

Main Habitat: Hyrule Ridge, Gerudo Canyon

Collectible Material: Gourmet Poultry

048 Seagull

CHECK BOX

Main Habitat: Hylia Sea, Lanayru Sea

Harvestable Material: Fowl Meat

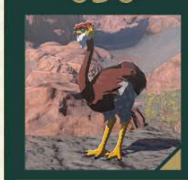
049 Cloud Seagull

CHECK BOX

Main Habitat: Initial Sky Islands, North Hylia Sky Archipelago

Harvestable Material: Fowl Meat

050 Eldin Ostrich

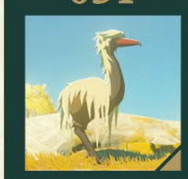


CHECK BOX

Main Habitat: Death Mountain, Eldin Mountains

Collectible materials: High-Quality Poultry, Prime Poultry

051 Forest Ostrich



CHECK BOX

Main Habitat: Initial Sky Island, South Lanayru Sky Archipelago

Harvestable material: Raw Meat

052 Cucco

CHECK BOX

Main Habitat: Hyrule Field, West Necluda

Collectible Material: Bird Eggs

053 Hyrule Bass

CHECK BOX

Main Habitat: Hyrule Field, West Necluda

Heart Container Recovery: 1

Special effects during cooking: 元

*Note: 1 full heart is 1, half a heart is 0.5, and 1/4 of a heart is 0.25. For example, 2 and 3/4 hearts would be 2.75.

054 Hyrule Bass

CHECK BOX

Main Habitat: Tabantha Sky Archipelago, West Hebra Sky Archipelago

Heart Recover 2

Special effects during cooking: MAX Hearts

055 Staminoka Bass

CHECK BOX

Main Habitat: Hyrule Field, West Necluda

Heart Container Recovery 1

Special Cooking Effect: Restores Stamina

056 Hearty Salmon

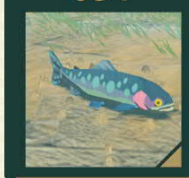
CHECK BOX

Main Habitat: Hebra Mountains, Tabantha Frontier

Heart recovery amount 4

Special effects during cooking: MAX Hearts

057 Icy Bass



CHECK BOX

Main habitat: Hebra Mountains, Lanayru Great Spring

Heart Container Recovery 1

Heat Resistance (Cooking Effect)

058 Sunshroom Trout

CHECK BOX

Main Habitat: Eldin Canyon, Hebra Mountains

Heart Container Recovery 1

Cold Resistance (Cooking Effect)

059 Stambulb Trout

CHECK BOX

Main Habitat: Tabantha Frontier

Heart Container Recovery 1

Special cooking effect: Electricity resistance

060 Stealthfin Trout

CHECK BOX

Main Habitat: Hyrule Great Forest

Heart Container Recovery 1

Special Cooking Effect: Increased Stealth

061 Great Swordfish

CHECK BOX

Main habitats: Lanayru Great Spring, Akkala Highlands

Heart Container Recovery 1

Special effect when cooking: Attack power increased

062 Armored Carp

CHECK BOX

Main Habitat: East Necluda, Lanayru Great Spring

Heart Container Recovery 1

Special cooking effects: Attack power boost, defense boost

063 Hyrule Bass

CHECK BOX

Main habitat: Kakariko Village

Heart Container Recovery 1

Special effect element when cooking

064 Ancient Arowana

CHECK BOX

Main Habitat: Initial Sky Island, North Tabantha Sky Archipelago

Heart Recovery Amount 1

Special effect element when cooking

065 Bright-Eyed Hylian Loach

CHECK BOX

Main Habitat: Caves of Hyrule

Heart Container Recovery 1

Special Cooking Effect: Glowing

066 Great Swordfish

CHECK BOX

Main Habitat: Floria Lake, Hylia Lake

Heart Container Recovery 1

Special effect when cooking: Attack power increased

067 Armored Porgies

CHECK BOX

Main Habitat: Hylia Sea, Lanayru Sea

Heart Recovery Amount 1

Special Cooking Effect: Increased Defense

System Overview
Main Story Challenges
Plot Challenges
Mini Challenges
Temple Strategies
Krog's Fruit
CHAPTER 7 Database
In-depth Research

068 Sneaky River Snail

CHECK BOX

Main Habitat: Hyrule Ridge, Zora's Domain

Heart Container Recovery: 1

Special Cooking Effect: Increased Stealth

069 Great Sword Crab

CHECK BOX

Main habitat: Lanayru Sea, Hylia Sea

Heart Container Recovery: 1

Special effect when cooking: Attack power increased

070 Armored Crab

CHECK BOX

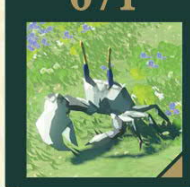
Main habitat: Hylia Sea, Floria Sea

Heart Container Recovery: 1

Special Cooking Effect: Increased Defense

071 Stamina Crab

CHECK BOX



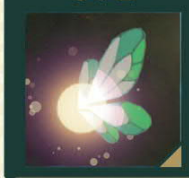
Main habitat: Lanayru Wetlands, Lanayru Great Spring

Heart Container Recovery: 1

Special Cooking Effect: Restores Stamina

072 Fairy

CHECK BOX



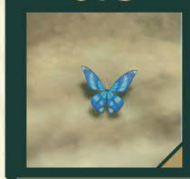
Main Habitat: Caves of Hyrule, Sky Islands of Hyrule

Heart Recovery Amount: 5

Special effects during cooking: 元

073 Icy Butterfly

CHECK BOX



Main habitat: Gerudo Highlands, Lanayru Mountains

Heart Recovery: No recovery effect

Special cooking effect: Heat Resistance

074 Warm Darner

CHECK BOX

Main habitat: Eldin Canyon, Gerudo Highlands

Heart Recovery: No recovery effect

Cold Resistance (Cooking Effect)

075 Warm Darner

CHECK BOX

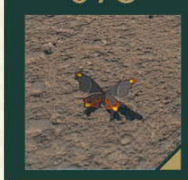
Main Habitat: Thunder Plateau, Faron Grasslands

Heart recovery amount has no recovery effect

Special cooking effect: Electricity resistance

076 Fireproof Butterfly

CHECK BOX



Main habitat: Death Mountain, Eldin Canyon

Heart recovery amount has no recovery effect

Special cooking effect: Flame Guard

077 Icy Dragonfly

CHECK BOX

Main habitat: Gerudo Highlands, Lanayru Mountains

Heart recovery amount has no recovery effect

Special cooking effect: Heat Resistance

078 Warm Darner

CHECK BOX

Main Habitat: Akkala Highlands, Faron Grasslands

Heart Recovery: No recovery effect

Cold Resistance (Cooking Effect)

079 Shocking Dragonfly

CHECK BOX

Main habitat: Thunder Plateau, West Necluda

Heart Recovery: No recovery effect

Special cooking effect: Electricity resistance

080 Energetic Grasshopper

CHECK BOX

Main habitat: Great Sky Islands, Hyrule Field

Heart Recovery: No recovery effect

Special Cooking Effect: Restores Stamina

081 Bladed Rhino Beetle

CHECK BOX

Main habitat: West Necluda, East Necluda

Heart recovery amount has no recovery effect

Special effect when cooking: Attack power increased

082 Armored Beetle

CHECK BOX

Main habitat: West Necluda, East Necluda

Heart Recovery: No recovery effect

Special Cooking Effect: Increased Defense

083 Energetic Rhino Beetle

CHECK BOX

Main Habitat: Initial Sky Islands, West Necluda

Heart recovery amount has no recovery effect

Special Cooking Effect: Restores Stamina

084 Silent Firefly

CHECK BOX

Main Habitat: Faron Grasslands, East Necluda

Heart Recovery: No recovery effect

Special Cooking Effect: Increased Stealth

085 Dark Firefly

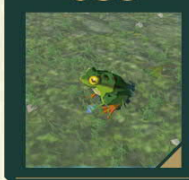
CHECK BOX

Main habitat: Central Great Abandoned Mine, Lanayru Wetlands Depths

Heart Recovery: No recovery effect

Special Cooking Effect: Glowing

086 Swift Carrot Frog



CHECK BOX

Main habitat: Lanayru Great Spring, East Necluda

Heart Recovery: No recovery effect

Special cooking effect: Movement speed up

087 Endura Frog

CHECK BOX

Main Habitat: Hyrule Field, Zora River

Heart Recovery: No recovery effect

Special effects during cooking MAX Stamina

088 Sticky Frog

CHECK BOX

Main Habitat: West Necluda, Lanayru Great Spring

Heart Recovery: No recovery effect

Special Cooking Effect: Slip Resistance

089 Hasty Lizard

CHECK BOX

Main Habitat: Hyrule Field, Hyrule Hills

Heart Recovery: No recovery effect

Special cooking effect: Movement speed up

090 Restless Cricket

CHECK BOX

Main Habitat: Gerudo Highlands, East Necluda

Heart recovery amount has no recovery effect

Special effects during cooking MAX Hearts

091 Fireproof Lizard

CHECK BOX

Main Habitat: Eldin Canyon, Eldin Mountains

Heart recovery amount has no recovery effect

Special cooking effect: Flame Guard

092 Sticky Lizard

CHECK BOX

Main Habitat: Caves of Hyrule

Heart Container Recovery Amount: No recovery effect

Special effect when cooking: Slip Resistance

093-202 Monster

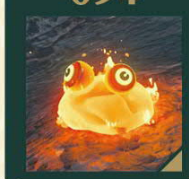
093 Chuchu

CHECK BOX

Main Habitat: Hyrule Field, East Necluda

Harvestable Material: Chuchu Jelly

094 Fire Keese



CHECK BOX

Main Habitat: Eldin Canyon, Eldin Mountains

Collectible Material: Red Chuchu Jelly

095 Ice Chuchu

CHECK BOX

Main Habitat: Hebra Mountains, Gerudo Highlands

Harvestable Material: White Chuchu Jelly

096 Electric Chuchu

CHECK BOX

Main Habitat: West Necluda, Gerudo Desert

Harvestable Material: Yellow Chuchu Jelly

097 Bat

CHECK BOX

Main Habitat: Hyrule Field, West Necluda

Collectable materials: Bat Wings, Bat Eyeballs

098 Fire Bat

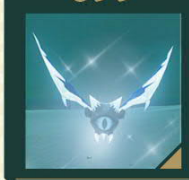
CHECK BOX

Main habitat: Eldin Mountains, Eldin Mountains Depths

Acquirable Materials: Fire Keese Eyeball, Fire Keese Wing

099 Ice Keese

CHECK BOX



Main Habitat: Hebra Mountains, Lanayru Mountains

Harvestable Materials: Ice Keese Eyeball, Ice Keese Wing

100 Thunder Keese

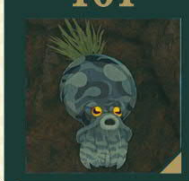
CHECK BOX

Main Habitat: Gerudo Desert, Gerudo Desert Depths

Collectable Materials: Electric Lizalfos Eyeball, Electric Lizalfos Wing

101 Octorok

CHECK BOX



Main Habitat: Lanayru Great Spring, West Necluda

Harvestable Materials: Octorok Eyeball, Octorok Tentacle, Octorok Balloon

102 Octorok

CHECK BOX

Main Habitat: Hyrule Hills, Deep Akkala

Harvestable Materials: Octorok Eyeball, Octorok Tentacle, Octorok Balloon

103 Octorok

CHECK BOX

Main habitat: Death Mountain, Eldin Canyon

Harvestable Materials: Octorok Eyeball, Octorok Tentacle, Octorok Balloon

104 Ice Octorok

CHECK BOX

Main Habitat: Gerudo Highlands, Hebra Mountains

Harvestable Materials: Octorok Eyeball, Octorok Tentacle, Octorok Balloon

105 Treasure Octorok

CHECK BOX

Main Habitat: Faron Grasslands, Gerudo Highlands

Collectible materials: Octorok Balloon, Octorok Eyeball, Purple Rupee, Red Rupee, Green Rupee, Blue Rupee, Silver Rupee

106 Fire Wizzrobe

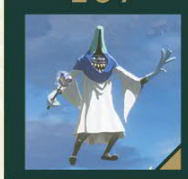
CHECK BOX

Main Habitat: Hyrule Field, Eldin Canyon

Harvestable Materials: None

107 Blizzrobe

CHECK BOX



Main Habitat: Tabantha Great Snowfield, Hebra Mountains

Harvestable Materials: None

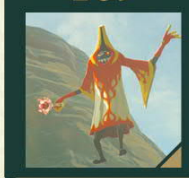
108 Electric Robe Wizzrobe

CHECK BOX

Main habitat: Lanayru Great Spring, Tabantha Frontier

Harvestable Materials: None

109 Meteor Robe Wizzrobe

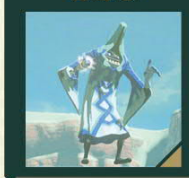


CHECK BOX

Main habitat: Gerudo Highlands, Akkala Highlands

Harvestable Materials: None

110 Ice Wizzrobe



CHECK BOX

Main Habitat: Gerudo Highlands

Harvestable Materials: None

111 Thunder Robe Wizard

CHECK BOX

Main habitat: Lanayru Great Spring, East Necluda

Harvestable Materials: None

112 Like Like

CHECK BOX

Main Habitat: Hyrule Field, East Necluda

Harvestable Materials: Like Like Stone, Wood Arrow ×5

113 Fire Like

CHECK BOX

Main Habitat: Eldin Mountains, Eldin Mountains Depths

Materials Obtainable: Fire Like Stone, Fire Fruit, Wood Arrow ×5

114 Ice Like

CHECK BOX

Main habitat: Lanayru Mountains, Gerudo Highlands

Harvestable materials: Ice Wizzrobe's stomach stone, Chillfruit, Wood Arrow x5

115 Electric Like

CHECK BOX

Main Habitat: Hyrule Field, East Necluda

Acquirable Materials: Electric Like Stone, Shock Fruit, Wood Arrow x5

116 Stone Talus

CHECK BOX

Main habitat: Eldin Mountains, Lanayru Wetlands

Harvestable materials: Like Like Stone, Wood Arrow ×5

117 Evermean

CHECK BOX

Main Habitat: Hyrule Forest, Hyrule Field

Forgies, Swift Violets, Acorn, Bird Egg, Golden Apple, Monster Extract, Korok Frond, Sturdy Thick Stick

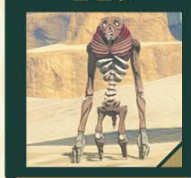
118 Keese

CHECK BOX

Main Habitat: Hyrule Field

Materials that can be gathered: Keese Wing, Keese Eyeball

119 Gibdo



CHECK BOX

Main Habitat: Gerudo Desert, Gerudo Desert Depths

Harvestable materials: Gibdo Liver, Gibdo Bone

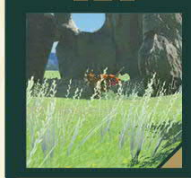
120 Moth Gibdo

CHECK BOX

Main Habitat: Gerudo Desert, Gerudo Desert Depths

Materials Obtainable: Gibdo Wing, Gibdo Guts, Gibdo Bone

121 Bokoblin



CHECK BOX

Main habitat: Hyrule Field, Central Hyrule Depths

Acquirable Materials: Bokoblin Fang, Bokoblin Horn

122 Blue Bokoblin

CHECK BOX

Main Habitat: Hyrule Field, Eldin Canyon

Collectible materials: Bokoblin Liver, Bokoblin Fang, Blue Bokoblin Horn

123 Black Bokoblin

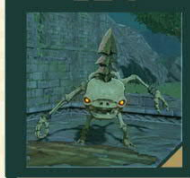
CHECK BOX

Main Habitat: Gerudo Desert, Hyrule Ridge Depths

Collectible materials: Bokoblin Guts, Bokoblin Fang, Black Bokoblin Horn

124 Stalbokoblin

CHECK BOX



Main Habitat: Hyrule Forest, Gerudo Desert Depths

Acquirable Materials: Bokoblin Fang, Bokoblin Horn

125 Silver Bokoblin

CHECK BOX

Main Habitat: Unknown

Collectible materials: Bokoblin Liver, Bokoblin Fang, Silver Bokoblin Horn

126 Boss Bokoblin

CHECK BOX

Main Habitat: Hyrule Field, Hyrule Hills

Collectible Materials: Boss Bokoblin Fang, Boss Bokoblin Horn

127 Blue Boss Bokoblin

CHECK BOX

Main Habitat: Hyrule Field, Lanayru Great Spring

Collectible materials: Boss Bokoblin Fang, Blue Boss Bokoblin Horn, Boss Bokoblin Liver

128 Black Boss Bokoblin

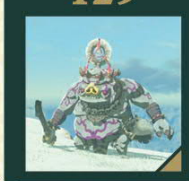
CHECK BOX

Main Habitat: Hyrule Field, East Necluda

Collectible materials: Boss Bokoblin Tooth, Black Boss Bokoblin Horn, Boss Bokoblin Liver

129 Silver Boss Bokoblin

CHECK BOX



Main Habitat: Unknown

Collectible materials: Boss Bokoblin Fang, Silver Boss Bokoblin Horn, Boss Bokoblin Liver

130 Moblin

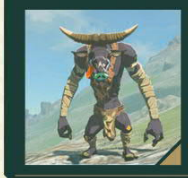
CHECK BOX

Main habitat: Hyrule Field, Central Hyrule Depths

Acquirable Materials: Moblin Fang, Moblin Horn

131 Blue Moblin

CHECK BOX

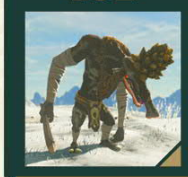


Main Habitat: Hyrule Field, Eldin Canyon

Collectible materials: Moblin Guts, Moblin Fang, Blue Moblin Horn

132 Black Moblin

CHECK BOX



Main Habitat: Gerudo Highlands, Deep Akkala

Collectible materials: Moblin Guts, Moblin Fang, Black Moblin Horn

133 Stalmoblin

CHECK BOX

Main Habitat: Great Hyrule Forest, Deep Akkala Depths

Collectible Materials: Moblin Fang, Moblin Horn

134 Silver Moblin

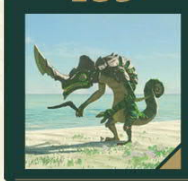
CHECK BOX

Main Habitat: Unknown

Collectible materials: Moblin Liver, Moblin Fang, Silver Moblin Horn

135 Lizalfos

CHECK BOX



Main habitat: Lanayru Wetlands, Lanayru Great Spring

Collectible materials: Lizalfos Tail, Lizalfos Claw, Lizalfos Horn

136 Blue Lizalfos

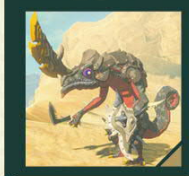
CHECK BOX

Main habitat: Lanayru Mountains, Akkala Highlands Depths

Collectible materials: Blue Lizalfos Horn, Lizalfos Claw, Blue Lizalfos Tail

137 Black Lizalfos

CHECKBOX



Main Habitat: Gerudo Desert, East Necluda

os Tail (colle: Black Lizalfos Horn, Lizalfos Claw, Black Lizalfctible material)

138 Stalizalfos

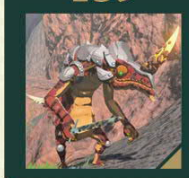
CHECK BOX

Main habitat: Lanayru Wetlands, Lanayru Great Spring

Collectable materials: Lizalfos Claws, Lizalfos Horns

139 Fire-Breath Lizalfos

CHECK BOX



Main habitat: Eldin Canyon, Gerudo Highlands

Collectible materials: Fire Lizalfos Tail, Lizalfos Claw, Fire Lizalfos Horn

140 Ice Lizalfos

CHECK BOX

Main Habitat: Hebra Mountains, Gerudo Highlands

Collectible materials: "Icetail Lizalfos Tail, Lizalfos Claw, Icetail Lizalfos Horn

141 Electric Lizalfos

CHECK BOX

Main Habitat: Gerudo Desert, Faron Region

Collectible materials: Electric Lizalfos Tail, Lizalfos Claw, Electric Lizalfos Horn

142 Silver Lizalfos

CHECK BOX

Main Habitat: Unknown

Collectible materials: Silver Lizalfos Horn, Lizalfos Claw, Silver Lizalfos Tail

143 Horriblin

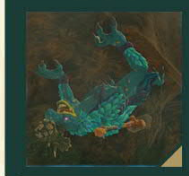
CHECK BOX

Main Habitat: Caves of Hyrule, Depths of the Eldin Canyon

Foraged Materials: Horriblin Horn, Horriblin Claw

144 Blue Horriblin

CHECK BOX



Main Habitat: Caves of Hyrule, Depths of Death Mountain

Collectible materials: Horriblin Claws, Blue Horriblin Horns, Horriblin Guts

145 Black Horriblin

CHECK BOX

Main habitat: Caves of Hyrule, Depths of the Gerudo Desert

Collectible materials: Horriblin Claws, Black Horriblin Horns, Horriblin Guts

146 Silver Horriblin

CHECK BOX

Main Habitat: Unknown

Collectible materials: Horriblin Claw, Silver Horriblin Horn, Horriblin Guts

147 Lynel

CHECK BOX

Main habitat: Hyrule Field, Central Hyrule Depths

Collectible materials: Lynel Hoof, Lynel Saber Horn, Lynel Mace Horn, Wood Arrow x10"

148 Blue-Maned Lynel

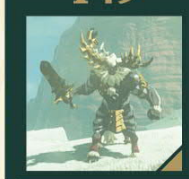
CHECK BOX

Main habitat: Lanayru Great Spring, Eldin Canyon Depths

Collectible materials: Lynel Hoof, Blue-Maned Lynel Saber Horn, Lynel Guts, Blue-Maned Lynel Horn Fragment, Wood Arrow x10

149 White-Maned Lynel

CHECK BOX

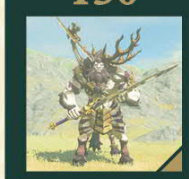


Main Habitat: Faron Grassland Depths, Central Hyrule Depths

Collectible materials: Lynel Hoof, White-Maned Lynel Saber Horn, Lynel Guts, White-Maned Lynel Mace Horn, Wood Arrow x10

150 Silver Lynel

CHECK BOX



Main Habitat: Unknown

Collectible materials: Lynel Hoof, Silver Lynel Saber Horn, Lynel Guts, Silver Lynel Mace Horn, Wood Arrow ×10

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151 Soldier Construct

CHECK BOX

Main Habitat: Initial Sky Island, North Gerudo Sky Archipelago

Materials that can be gathered: Zonai Charge, Soldier Construct Horn

152 Soldier Construct (Mid-Level)

CHECK BOX

Main Habitat: Hebra Mountains, Continuous Islands Leading to the Sky

Collectable Materials: Zonai Charge, Soldier Construct Horn (Mid-Tier)

153 Soldier Construct (High-Tier)

CHECK BOX

Main Habitats: Lanayru Sky Archipelago, Thunder Island

Acquirable Materials: Zonai Charge, Soldier Construct Horn (Superior)

154 Soldier Construct (Captain)

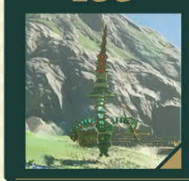
CHECK BOX

Main Habitat: Unknown

Collectible materials: Large Zonai Charge, Zonai Charge, Captain Construct Horn (Superior)

155 Captain Construct

CHECK BOX



Main habitat: Great Sky Island, Rising Island Chain

Collectible Materials: Zonai Charge, Captain Construct Horn

156 Captain Construct (Mid-level)

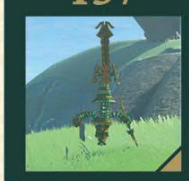
CHECK BOX

Main habitat: Lanayru Sky Archipelago, West Necluda

Harvestable materials: Zonaite, Captain Construct Horn (Mid)

157 Captain Construct II

CHECK BOX



Main Habitat: Depths Ruins, Lanayru Sky Archipelago

Collectible materials: Large Zonai Charge, Zonai Charge, Captain Construct II Horn

158 Captain Construct (Superior)

CHECK BOX

Main Habitat: Unknown

Collectible materials: Large Zonai Charge, Zonai Charge, Captain Construct Horn (Superior)

159 Captain Construct

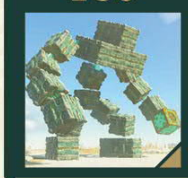
CHECK BOX

Main Habitat: Unknown

Collectable Materials: Zonai Charge

160 Block Golem

CHECK BOX

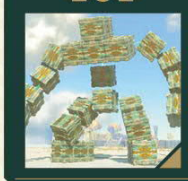


Main Habitat: West Hebra Sky Archipelago, Gerudo Highlands Depths

Acquirable Materials: Zonai Charge

161 Cube Golem (Medium)

CHECK BOX

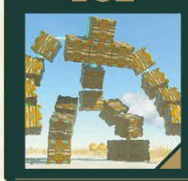


Main habitat: Lanayru Sky Archipelago, Lanayru Mountain Depths

Collectable materials: Large Zonai Charge, Zonai Charge

162 Flux Construct II

CHECK BOX

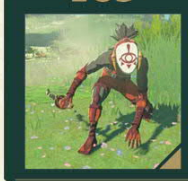


Main Habitats: North Akkala Sky Archipelago, Central Hyrule Depths

Collectible Materials: Large Zonai Charge, Zonai Charge, Large Battery

163 Yiga Clan Member

CHECK BOX

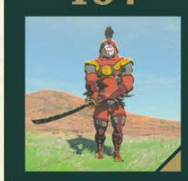


Main Habitat: Unknown

Collectible materials: Great Banana, Sundelion, Green Rupee, Blue Rupee, Purple Rupee, Red Rupee

164 Yiga Clan Chief

CHECK BOX



Main Habitat: Unknown

Collectible materials: Great Banana, Sundelion, Green Rupee, Blue Rupee, Purple Rupee, Red Rupee

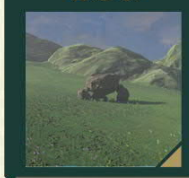
165 Lord Koga

CHECKBOX

Main Habitat: Unknown

Collectible materials: None

166 Stone Talus

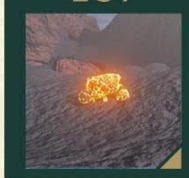


CHECK BOX

Main Habitat: Hyrule Field

Harvestable Materials: Amber, Opal, Flint

167 Lava Talus



CHECK BOX

Main Habitat: Eldin Canyon, Eldin Canyon Depths

Collectible materials: Amber, Ruby, Flint

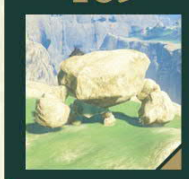
168 Frost Talus

CHECK BOX

Main Habitat: Gerudo Highlands, Hebra Mountains

Collectible materials: Amber, Sapphire, Flint

169 Stone Talus



CHECK BOX

Main Habitat: Gerudo Highlands Depths, Tabantha Frontier

Materials Obtainable: Ruby, Opal, Amber, Flint

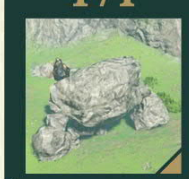
170 Stone Talus (Luminous)

CHECK BOX

Main Habitat: Tabantha Frontier, Lanayru Great Spring

Harvestable Materials: Diamond, Topaz, Opal, Amber, Luminous Stone, Flint

171 Stone Talus (Rare)



CHECK BOX

Main habitat: Gerudo Highlands, Faron Grasslands

Collectible materials: Ruby, Diamond, Opal, Sapphire, Topaz, Flint, Amber

172 Stone Pebblit

CHECK BOX

Main Habitat: Hyrule Field, Tabantha Frontier Depths

Materials Obtainable: Ruby, Opal, Amber, Flint

173 Magma Golem

CHECK BOX

Main Habitat: Eldin Canyon, Eldin Canyon Depths

Harvestable Materials: Diamond, Ruby, Opal, Flint

174 Frost Gleeok

CHECK BOX

Main Habitat: Gerudo Highlands, Hebra Mountains

Collectible Materials: Diamond, Sapphire, Opal, Flint

175 Hinox

CHECK BOX

Main habitat: Hyrule Ridge, West Necluda

Collectible materials: Hinox Toenail, Hinox Tooth, Hinox Horn (from collec), Hinox Guts, Apple, Strawberry, Electric Safflina, Coconut, Mighty Bananas, Armor Pumpkin

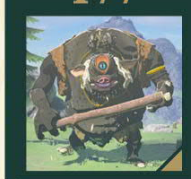
176 Blue Hinox

CHECK BOX

Main Habitat: East Necluda Depths, West Necluda

Hinox Fingernail, Hinox Tooth, Blue Hinox Horn (collectible materials), Hinox Liver, Grilled Squid, Grilled Hearty Bass, Grilled Trout, Grilled Hearty Salmon, Grilled Carp, Grilled Sea Bream, Grilled Sneaky Escargot, Grilled Crab

177 Black Hinox



CHECK BOX

Main Habitat: East Necluda, West Necluda Depths

Hinox Fingernail, Hinox Tooth, Black Hinox Horn (harvestable materials), Hinox Guts, Roasted Meat, Roasted Bird Thigh, Roasted Prime Meat, Roasted Prime Bird Thigh, Roasted Gourmet Meat, Roasted Gourmet Bird Thigh

178 Stalnox

CHECK BOX

Main habitat: East Necluda, Central Hyrule Depths

Acquirable Materials: Stalnox Horn, Hinox Tooth

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179 Molduga Gleeok

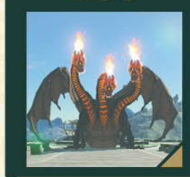
CHECK BOX

Main Habitat: Gerudo Desert

Material: Molduga Fin, Molduga Jawbone, Acquirable Molduga Guts

180 Fire Keese Eyeball

CHECK BOX

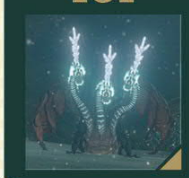


Main Habitat: Eldin Canyon, Lake Hylia

Collectible materials: Gleeok Wing, Gleeok Flame Horn, Gleeok Guts

181 Frost Gleeok

CHECK BOX



Main Habitat: Gerudo Highlands, Hebra Mountains

Collectible materials: Gleeok Wing, Gleeok Frost Horn, Gleeok Guts

182 Thunder Gleeok

CHECK BOX

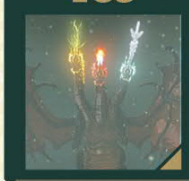
Main Habitat: Hyrule Field, Faron Grasslands

Collectible materials: Gleeok Wing, Thunder Gleeok Horn, Gleeok Guts

183

King of the Ancient Chestnut

CHECK BOX



Main habitat: Above the Gerudo Desert, above the Hylia Sea

Collectible Materials: Gleeok Flame Horn, Gleeok Thunder Horn, Gleeok Frost Horn, Gleeok Wing, Gleeok Guts

184 Small Gleeok

CHECK BOX

Main Habitat: Depths of Hyrule

Acquirable Materials: Giant Brightbloom Seed, Zonaite, Brightbloom Seed

185 Gleeok Gleeokma

CHECK BOX

Main Habitat: Gerudo Desert Depths, Central Hyrule Depths

Materials Obtainable: Zonaite Energy Big Crystal, Gleeok Gleeokma's Fang, Gleeok Gleeokma's Claw, Gleeok Gleeokma's Liver, Zonanium, Large Zonai Charge

186 Obsidian Frox

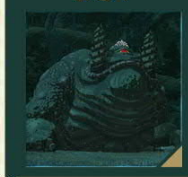
CHECK BOX

Main Habitat: Gerudo Desert Depths, Hyrule Ridge Depths

Materials that can be gathered: Zonaite Energy Large Crystal, Obsidian Frox Fang, Frox Claw, Frox Liver, Zonanium, Large Zonanium

187 White Frox

CHECK BOX

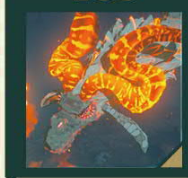


Main Habitat: Hebra Mountains Depths, Tabantha Frontier Depths

Large Zonai Charge, Colgera Jaw, Collectible Materials: Colgera Claw, Colgera Guts, Zonanium, Large Zonanium

188 Dinraal

CHECK BOX



Main Habitat: Mount Hebra, Deep Akkala

Collectible Materials: Dinraal's Dragon Rock, Dinraal's Horn

189 Naydra

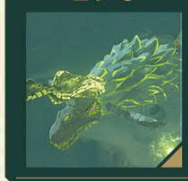
CHECK BOX

Main Habitat: East Necluda, Lanayru Mountains

Harvestable Materials: Naydra's Dragon Rock, Naydra's Horn

190 Naydra

CHECK BOX



Main Habitat: Lake Hylia, Gerudo Canyon

Collectible Materials: Farosh Dragon Rock, Farosh Horn

191 Frost Gleeok

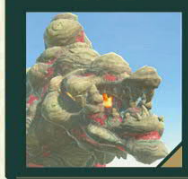
CHECK BOX

Main Habitat: Wind Temple

Harvestable Materials: None

192 Ilbakia

CHECK BOX



Main Habitat: Death Mountain

Harvestable Materials: None

193

Gohma the Giant Rock

CHECK BOX

Main Habitat: Fire Temple

Harvestable Materials: None

200

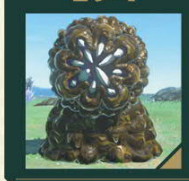
Demon King Ganondorf (Second Form)

CHECKBOX

Main Habitat: Unknown

Harvestable Materials: None

194



Mud Lek

CHECK BOX

Main habitat: Lanayru Great Spring

Harvestable Materials: None

201

Black Dragon

CHECK BOX

Main Habitat: Unknown

Harvestable Materials: None

195

Octo Monster

CHECK BOX

Main habitat: Water Temple

Harvestable Materials: None

202

White Dragon

CHECK BOX

Main Habitat: Hyrule Field

Harvestable materials: Unknown

196

Queen Ghibo

CHECK BOX

Main habitat: Lightning Temple

Harvestable Materials: None

203-328 Materials

197

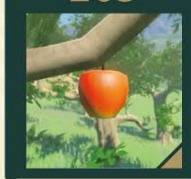
The stolen golem

CHECK BOX

Main Habitat: Spirit Temple

Harvestable Materials: None

203



Apple

CHECK BOX

Easily Obtainable Locations: Hyrule Field, Hyrule Ridge

Fused material attack power: 1

Heart recovery amount: 0.5

Special effect element when cooking:

198

Phantom Ganon

CHECK BOX

Main Habitat: Unknown

Collectible Material: Dark Clump

204

Golden Apple

CHECK BOX

Easily Obtainable Locations: Hyrule Field, Hyrule Ridge

Fused material attack power: 1

Heart recovery amount: 1.5

Special Cooking Effect: Effect Duration +00:20

199

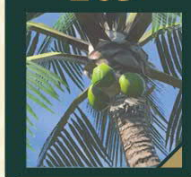
Ganon

CHECK BOX

Main Habitat: Unknown

Harvestable Materials: None

205



Coconut

CHECK BOX

Easy to Obtain Locations: East Necluda, Gerudo Desert

Fused material attack power:

Heart recovery amount: 1

Special effect element when cooking:

*Note: 1 full heart is 1, half a heart is 0.5, and 1/4 of a heart is 0.25. For example, 2 and 3/4 hearts would be 2.75.

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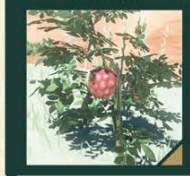


Strawberry

CHECK BOX

Easy to Obtain Locations: Gerudo Highlands, Hebra Mountains

Fused material attack power:

Heart recovery amount: 0.5

Special effect element when cooking:

207

Hylian Tomato

CHECK BOX

Easily obtainable locations: East Necluda, West Necluda

Fused material attack power: 1

Heart recovery amount: 1

Special effects during cooking: 无

208

Chillshroom

CHECK BOX

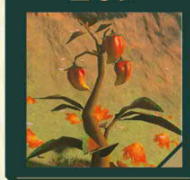
Easy to Obtain Locations: Gerudo Desert

Fused material attack power:

Heart recovery amount: 0.5

Special cooking effect: Heat Resistance

209



Sunshroom

CHECK BOX

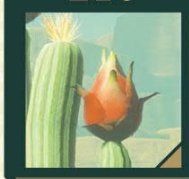
Easy to obtain locations: Hyrule Field, Gerudo Desert

Fused material attack power: 1

Heart recovery amount: 0.5

Cold Resistance (Cooking Effect)

210



Shock Fruit

CHECK BOX

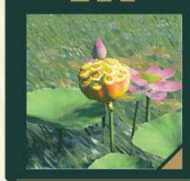
Easily Obtained: Gerudo Desert

Fused material attack power:

Heart recovery amount: 0.5

Special cooking effect: Electricity resistance

211



Swift Lotus

CHECK BOX

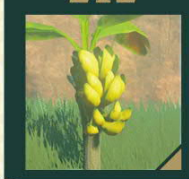
Easy to obtain locations: Lanayru Great Spring, Lanayru Wetlands

Fused material attack power:

Heart recovery amount: 0.5

Special cooking effect: Movement speed up

212



Mighty Bananas

CHECK BOX

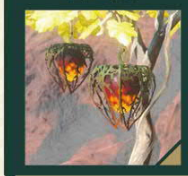
Easy to obtain locations: Floria Lake, Sahasra Slope

Fused material attack power: 1

Heart recovery amount: 0.5

Special effect when cooking: Attack power increased

213



Fire Fruit

CHECK BOX

Easy to Obtain Locations: Hyrule Field, Eldin Canyon

Fused material attack power: 1

Heart recovery amount: 0.25

Special cooking effect: Fire attack in high temperatures

214

Chillfin Trout

CHECK BOX

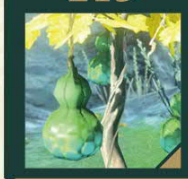
Easy to Obtain Locations: Gerudo Highlands, Hebra Mountains

Fused material attack power: 1

Heart recovery amount: 0.25

Special effect when cooking: Cold resistance in low temperatures

215



Splash Fruit

CHECK BOX

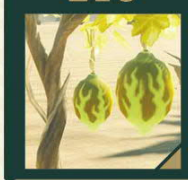
Easy to Obtain Locations: Lanayru Great Spring, West Necluda

Fused material attack power: 1

Heart recovery amount: 0.25

Special cooking effect: Swim Speed Up

216



Electric Safflina

CHECK BOX

Easy to Obtain Locations: East Necluda, Gerudo Desert

Fused material attack power: 1

Heart Replenish Amount 0.25

Special effect when cooking: Electric attack during thunderstorms

217

Dazzlefruit

CHECK BOX

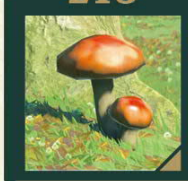
Easily Obtained: Hyrule Field, Gerudo Highlands

Fused material attack power: 1

Heart recovery amount: 0.25

Special effects during cooking: 无

218



Hyrule Mushroom

CHECK BOX

Easily Obtainable Locations: Hyrule Field, Hyrule Ridge

Fused material attack power:

Heart recovery amount: 0.5

Special effects during cooking: 无

219

Sky Mushroom

CHECK BOX

Easy to obtain locations: Initial Sky Island, Thunderous Isle

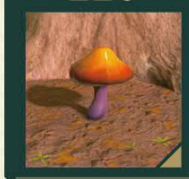
Fused material attack power:

Heart recovery amount: 0.25

Special effect element when cooking:

220 Endura Mushroom

CHECK BOX



Easy to Obtain: North Tabantha Sky Archipelago, North Hyrule Sky Archipelago

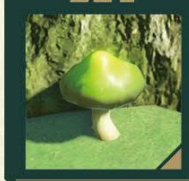
Fused material attack power: 1

Heart recovery amount: 1

Special effects during cooking: MAX Stamina

221 Stambulb

CHECK BOX



Easily Obtained Locations: Lanayru Great Spring, West Necluda

Fused material attack power: 1

Heart recovery amount: 0.5

Special Cooking Effect: Restores Stamina

222 Hearty Truffle

CHECK BOX

Easy to obtain locations: Hyrule Field, West Necluda

Fused material attack power: 1

Heart recovery amount: 2

Special effects during cooking: MAX Hearts

223 Big Hearty Truffle

CHECK BOX

Easily Obtained: East Necluda, Gerudo Desert

Fused material attack power: 1

Heart recovery amount: 3

Special effects during cooking: MAX Hearts

224 Chillshroom

CHECK BOX

Easy to Obtain Locations: Gerudo Highlands, Hebra Mountains

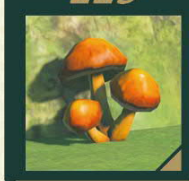
Fused material attack power: 1

Heart recovery amount: 0.5

Special cooking effect: Heat Resistance

225 Sunshroom

CHECK BOX



Easily obtained location: Eldin Canyon, Gerudo Highlands

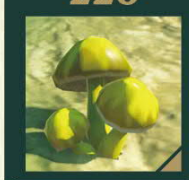
Fused material attack power: 1

Heart recovery amount: 0.5

Cold Resistance (Cooking Effect)

226 Shockshroom

CHECK BOX



Easily obtainable locations: Gerudo Highlands, Lanayru Wetlands

Fused material attack power: 1

Heart recovery amount: 0.5

Special cooking effect: Electricity resistance

227 Hasty Mushroom

CHECK BOX

Easy to Obtain: Gerudo Highlands, Tabantha Frontier

Fused material attack power:

Heart recovery amount: 0.5

Special cooking effect: Movement speed up

228 Big Hearty Truffle

CHECK BOX

Easily Obtained Locations: Hyrule Great Forest, Tabantha Frontier

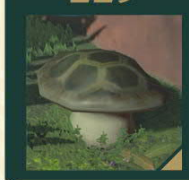
Fused material attack power:

Heart recovery amount: 0.5

Special effect when cooking: Attack power increased

229 Armoranth

CHECK BOX



Easy to Obtain Locations: East Necluda, West Necluda

Fused material attack power:

Heart recovery amount: 0.5

Special Cooking Effect: Increased Defense

230 Sneaky River Snail

CHECK BOX

Easily Obtained: Akkala Highlands, West Necluda

Fused material attack power:

Heart recovery amount: 0.5

Special Cooking Effect: Increased Stealth

231 Brightcap

CHECK BOX

Easy to Obtain: Caves of Hyrule

Fused material attack power: 1

Heart recovery amount: 0.5

Special Cooking Effect: Glowing

232 Puffshroom

CHECK BOX

Easily obtained location: Depths of Hyrule

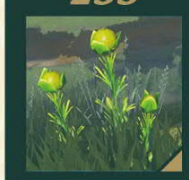
Fused material attack power:

Heart Recovery: No recovery effect

Special effect element when cooking:

233 Hyrule Herb

CHECK BOX



Easily Obtainable Locations: Hyrule Field, Hyrule Ridge

Fused material attack power:

Heart recovery amount: 1

Special effect element when cooking:

System Overview
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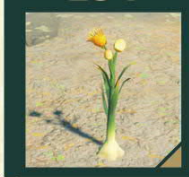
234 Endura Herb

CHECK BOX



Easy to Obtain Locations: Great Sky Island, Thunder Plateau

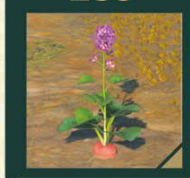
Fused material attack power:

Heart recovery amount: 0.5

Special Cooking Effect: Restores Stamina

235 Hearty Radish

CHECK BOX



Easily obtainable locations: Lanayru Sky Archipelago, South Lanayru Sky Archipelago

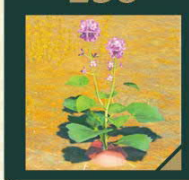
Fused material attack power:

Heart recovery amount: 2.5

Special effects during cooking: MAX Hearts

236 Big Hearty Radish

CHECK BOX



Easily Obtained Locations: Thunder Plateau, North Hyrule Sky Archipelago

Fused material attack power:

Heart recovery amount: 4

Special effects during cooking: MAX Hearts

237 Cool Safflina

CHECK BOX

Easy to Obtain Locations: Hebra Mountains, Tabantha Frontier

Fused material attack power: 1

Heart Recovery: No recovery effect

Special cooking effect: Heat Resistance

238 Warm Safflina

CHECK BOX

Easy to Obtain Locations: Eldin Canyon, Gerudo Desert

Fused material attack power:

Heart Recovery: No recovery effect

Cold Resistance (Cooking Effect)

239 Shocking Saffron

CHECK BOX

Easy to obtain locations: Gerudo Desert, Hyrule Ridge

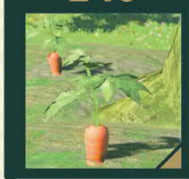
Fused material attack power:

Heart Recovery: No recovery effect

Special cooking effect: Electricity resistance

240 Swift Carrot

CHECK BOX



Easy to obtain locations: Kakariko Village, Hateno Village

Fused material attack power:

Heart recovery amount: 0.5

Special cooking effect: Movement speed up

241 Endura Carrot

CHECK BOX

Easy to obtain locations: East Necluda, Hyrule Ridge

Fused material attack power: 1

Heart recovery amount: 2

Special effects during cooking: MAX Stamina

242 Armoranth

CHECK BOX

Easy to Obtain Locations: Kakariko Village, Hateno Village

Fused material attack power:

Heart recovery amount: 0.5

Special Cooking Effect: Increased Defense

243 Sundelion

CHECK BOX

Easy to Obtain Locations: Hateno Village

Fused material attack power:

Heart recovery amount: 0.5

Special Cooking Effect: Gloom Resistance

244 Swift Violet

CHECK BOX

Easy to obtain locations: Hebra Mountains, Tabantha Frontier

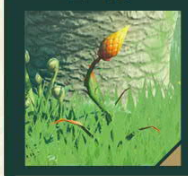
Fused material attack power: 1

Heart Recovery: No recovery effect

Special cooking effect: Movement speed up

245 Razorclaw Shroom

CHECKBOX



Easy to Obtain Locations: East Necluda, Faron Grasslands

Fused material attack power: 1

Heart recovery amount: has no recovery effect

Special effect when cooking: Attack power increased

246 Armoranth

CHECK BOX

Easy to Obtain Locations: Hyrule Ridge, Akkala Highlands

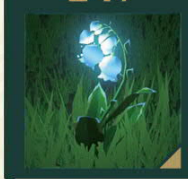
Fused material attack power:

Heart Recovery: No recovery effect

Special Cooking Effect: Increased Defense

247 Stealthfin Trout

CHECK BOX



Easy to Obtain: Hyrule Forest, West Necluda

Fused material attack power:

Heart Recovery: No recovery effect

Special Cooking Effect: Increased Stealth

248

Sunlit Grass
CHECK BOX
Easy to Obtain Locations: Hyrule Field, Eldin Canyon
Fused material attack power:
Heart Recovery: No recovery effect
Special Cooking Effect: Gloom Damage Recovery

255

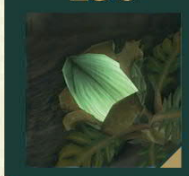
Hyrule Ball Fruit
CHECK BOX
Easy to Obtain: Hebra Mountains, Lanaryu Great Spring
Fused material attack power:
Heart recovery amount: has no recovery effect
Special effect element when cooking:

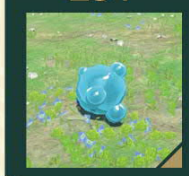
249

Brightbloom Seed
CHECK BOX
Easy to obtain location: Hyrule Caves,
Fuse Attack Power 1:
Heart Recovery: No recovery effect
Special effect element when cooking:

256

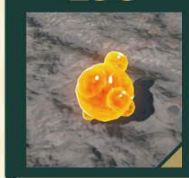
Korok Frond
CHECK BOX
Easy to obtain location: Hyrule Field, Lanaryu Great Spring
Fused material attack power:
Heart recovery amount: 0.25
Special effect element when cooking:

250

Giant Brightbloom Seed
CHECK BOX
Easy to Obtain: Caves of Hyrule
Fused material attack power: 1
Heart Recovery: No recovery effect
Special effect element when cooking:

257

Chuchu Jelly
CHECK BOX
Easy to obtain in Hyrule Field and East Necluda;
Fuse Attack Power:
Heart Recovery: No recovery effect
Special cooking effect: Effect duration +00:40

251

Dazzlefruit
CHECK BOX
Easy to Obtain Locations: The Depths of Hyrule
Fused material attack power:
Heart Recovery: No recovery effect
Special effect element when cooking:

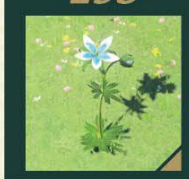
258

Red Chuchu Jelly
CHECK BOX
Easily obtained locations: Eldin Canyon Eldin Mountai
ns. Fuse Attack Power: 1
Heart Recovery: No recovery effect
Special effects during cooking: Effect Duration Increased +01:20

252

Bomb Flower
CHECK BOX
Easy to Obtain Locations: Caves of Hyrule, Depths of Hyrule
Fused material attack power: 1
Heart Recovery: No recovery effect
Special effect element when cooking:

259

White Chuchu Jelly
CHECK BOX
Easily obtained locations: Hebra Mountains, Gerudo Highlands
Fused material attack power:
Heart Recovery: No recovery effect
Special cooking effect: Effect duration increased by +01:20

253

Silent Princess
CHECK BOX
Easily obtained in: Akkala Highlands, Hyrule Ridge
Fused material attack power: 1
Heart Recovery: No recovery effect
Special Cooking Effect: Increased Stealth

260

Yellow Chuchu Jelly
CHECK BOX
Easily obtained in: West Necluda, Gerudo Desert.
Fuse Attack Power:
Heart Recovery: No recovery effect
Special cooking effect: Effect duration increased by +01:20

254

Energetic Honeybee Honey
CHECK BOX
Easily Obtainable Locations: Hyrule Field, East Necluda
Fused material attack power: 1
Heart recovery amount: 2
Special Cooking Effect: Restores Stamina

261

Bat Eyeball
CHECK BOX
Easy to obtain locations: Hyrule Field, West Necluda
Fused material attack power:
Heart Recovery: No recovery effect
Special cooking effect: Effect duration increased by +01:20

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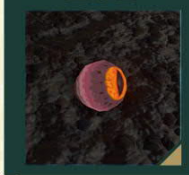
262 Fire Keese Eyeball



CHECK BOX

Easy to Obtain Locations: Eldin Mountains, Eldin Mountains Depths

Fused Material Attack Power: 8

Heart Recovery: No recovery effect

Special cooking effect: Effect duration increased by +01:20

263 Ice Keese Eyeball

CHECK BOX

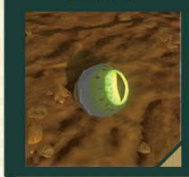
Easy to Obtain Locations: Hebra Mountains, Lanayru Mountains

Fused Material Attack Power: 4

Heart Recovery: No recovery effect

Special Cooking Effect: Effect duration +01:20

264 Electric Lizalfos Eyeball



CHECK BOX

Easy Obtained Location: Gerudo Desert, Gerudo Desert Depths

Fused Material Attack Power: 6

Heart Recovery: No recovery effect

Special cooking effect: Effect duration increased by +01:20

265 Like Like Stone

CHECK BOX

Easy to obtain locations: Hyrule Field, Eldin Mountains

Fused Material Attack Power: 4

Heart Recovery: No recovery effect

Special effects during cooking: Effect Duration Increased +01:20

266 Fire Like Stone

CHECK BOX

Easy to Obtain Locations: Eldin Mountains, Eldin Mountains Depths

Fused Material Attack Power: 12

Heart Recovery: No recovery effect

Special cooking effect: Effect duration increased by +01:20

267 Frost Gleeok's Guts

CHECK BOX

Easy to obtain locations: Lanayru Mountains, Gerudo Highlands, F

Fuse Material Attack Power: 1

Heart Recovery: No recovery effect

Special cooking effect: Effect duration increased by +01:20

268 Shock Like Stone

CHECK BOX

Easily Obtainable Locations: Hyrule Field, East Necluda

Fused Material Attack Power: 12

Heart Recovery: No recovery effect

Special cooking effect: Effect duration increased by +01:20

269 Cacoda Eyeball

CHECK BOX

Easy to Obtain Locations: Hyrule Field

Fused Material Attack Power: 4

Heart Recovery: No recovery effect

Special cooking effect: Effect duration increased by +01:20

270 Gibdo Bone

CHECK BOX

Easily obtainable locations: Gerudo Desert, Gerudo Desert Depth

Fuse Attack Power: 40

Heart Recovery: No recovery effect

Special cooking effect: Effect duration +00:40

271 Bokoblin Horn

CHECK BOX

Easily Obtained Location: Hyrule Field, Central Hyrule Depths

Fused Material Attack Power: 4

Heart Recovery: No recovery effect

Special cooking effect: Effect duration +00:40

272 Blue Bokoblin Horn

CHECK BOX

Easy to obtain locations: Hyrule Field, Eldin Canyo

n, Fuse Attack Power: 7

Heart Recovery: No recovery effect

Special cooking effect: Effect duration +00:40

273 Black Bokoblin Horn

CHECK BOX

Easy to obtain locations: Gerudo Desert, Hyrule Ridge Depths

Fused Material Attack Power: 17

Heart Recovery: No recovery effect

Special cooking effect: Effect duration +00:40

274 Silver Bokoblin Horn

CHECK BOX

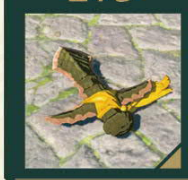
Easy to obtain locations: Unknown

Fuse Material Attack Power: 31

Heart Recovery: No recovery effect

Special cooking effect: Effect duration +00:40

275 Boss Bokoblin Horn



CHECK BOX

Easy to obtain locations: Hyrule Field, Hyrule Ridge.

Fuse Attack Power: 0

Heart Recovery: No recovery effect

Special cooking effect: Effect duration +00:40

276

Blue Boss Bokoblin Horn

CHECK BOX

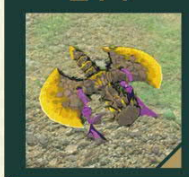
Easy to obtain locations: Hyrule Field, Lanayru Great Spring

Fuse Attack Power: 16

Heart Recovery: No recovery effect

Special cooking effect: Effect duration +00:40

277



Black Boss Bokoblin Horn

CHECK BOX

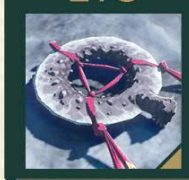
Easy to obtain: Hyrule Field, East Necluda.

Fuse Attack Power: 27

Heart Recovery: No recovery effect

Special cooking effect: Effect duration +00:40

278



Silver Boss Bokoblin Horn

CHECK BOX

Easy to Obtain Locations: Unknown

Fused Material Attack Power: 37

Heart Recovery: No recovery effect

Special cooking effect: Effect duration +00:40

279

Moblin Horn

CHECK BOX

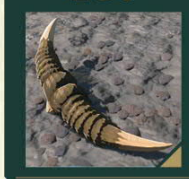
Easily Obtained Locations: Hyrule Field, Central Hyrule Depths

Fused Material Attack Power: 6

Heart Recovery: No recovery effect

Special cooking effect: Effect duration +00:40

280



Blue Moblin Horn

CHECK BOX

Easily Obtained Locations: Hyrule Field, Eldin Canyon

Fused Material Attack Power: 13

Heart Recovery: No recovery effect

Special cooking effect: Effect duration +00:40

281

Black Moblin Horn

CHECK BOX

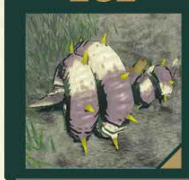
Easily obtained locations: Gerudo Highlands, Deep Akkala

Fused Material Attack Power: 24

Heart Recovery: No recovery effect

Special cooking effect: Effect duration +00:40

282



Silver Moblin Horn

CHECK BOX

Easy to obtain locations: Unknown

Fused material attack power: 33

Heart Recovery: No recovery effect

Special cooking effect: Effect duration +00:40

283

Lizard Warrior Horn

CHECK BOX

Easy to obtain locations: Lanayru Wetlands, Lanayru Great Spring

Fused Material Attack Power: 8

Heart recovery amount: has no recovery effect

Special cooking effect: Effect duration +00:40

284

Blue Lizalfos Horn

CHECK BOX

Easy to obtain: Lanayru Mountain, Akkala Highlands Depths

Fuse Attack Power: 16

Heart recovery amount: 0.25

Special cooking effect: Effect duration +00:40

285

Black Lizalfos Horn

CHECK BOX

Easy to Obtain: Gerudo Desert, East Necluda. Fused

Material Attack Power: 26

Heart Recovery: No recovery effect

Special cooking effect: Effect duration +00:40

286

Fire Lizalfos Horn

CHECK BOX

Easy to obtain locations: Eldin Canyon, Gerudo Highland

s. Fuse Attack Power: 16

Heart Recovery: No recovery effect

Special effects during cooking: Effect Duration Increase: +00:40

287

Ice Lizalfos Horn

CHECK BOX

Easily obtained locations: Hebra Mountains, Gerudo Highlan

ds. Fuse Attack Power: 16

Heart Recovery: No recovery effect

Special cooking effect: Effect duration +00:40

288

Electric Lizalfos Horn

CHECK BOX

Easy to Obtain Locations: Gerudo Desert, Faron Region. Fused

Material Attack Power: 19

Heart Recovery: No recovery effect

Special cooking effect: Effect duration +00:40

289

Silver Lizalfos Horn

CHECK BOX

Easy to obtain locations: Unknown

Fused material attack power: 34

Heart Recovery: No recovery effect

Special cooking effect: Effect duration +00:40

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290 Horriblin Horn

CHECK BOX

Easily Obtained Locations: Hyrule Caves, Eldin Canyon Depths

Fused Weapon Attack Power: 5

Heart Recovery: No recovery effect

Special cooking effect: Effect duration +00:40

291 Blue Horriblin Horn

CHECK BOX

Easy to obtain locations: Death Mountain, Death Mountain Depths

Fuse Attack Power: 11

Heart Recovery: No recovery effect

Special cooking effect: Effect duration +00:40

292 Black Horriblin Horn

CHECK BOX

Easily Obtained Locations: Hyrule Caves, Gerudo Desert Depths

Fuse Attack Power: 22

Heart Recovery: No recovery effect

Special cooking effect: Effect duration +00:40

293 Silver Horriblin Horn

CHECK BOX

Easy to obtain locations: Unknown

Fuse Attack Power: 32

Heart Recovery: No recovery effect

Special cooking effect: Effect duration +00:40

294 Lynel Bladehorn

CHECK BOX

Easily Obtained Locations: Hyrule Field, Central Hyrule Depths

Fuse Attack Power: 22

Heart Recovery: No recovery effect

Special cooking effect: Effect duration +00:40

295 Lynel Saber Horn 角

CHECK BOX

Easily Obtained Locations: Hyrule Field, Central Hyrule Depths

Fused Material Attack Power: 18

Heart Recovery: No recovery effect

Special cooking effect: Effect duration +00:40

296 Blue-Maned Lynel Saber Horn

CHECK BOX

Easily Obtained Locations: Lanayru Great Spring, Eldin Canyon Depths

Fused material attack power: 33

Heart Recovery: No recovery effect

Special cooking effect: Effect duration +00:40

297 Blue-Maned Lynel Saber Horn 角

CHECK BOX

Easily Obtained Locations: Lanayru Great Spring, Eldin Canyon Depths

Fused material attack power: 29

Heart Recovery: No recovery effect

Special cooking effect: Effect duration +00:40

298 White-Maned Lynel Saber Horn

CHECK BOX

Easily obtained locations: Faron Grasslands Depths, Central Hyrule Depths

Fuse Attack Power: 44

Heart Recovery: No recovery effect

Special cooking effect: Effect duration +00:40

299 White-Maned Lynel Saber Horn

CHECK BOX

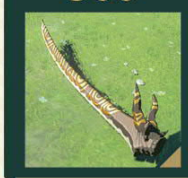
Easily obtained locations: Faron Grasslands Depths, Central Hyrule Depths

Fuse Attack Power: 40

Heart Recovery: No recovery effect

Special cooking effect: Effect duration +00:40

300 Silver Lynel Saber Horn



CHECK BOX

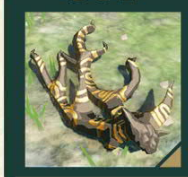
Easy to obtain locations: Unknown

Fuse Attack Power: 55

Heart Recovery: No recovery effect

Special cooking effect: Effect duration +00:40

301 Silver Lynel Saber Horn 角



CHECK BOX

Easy to Obtain Locations: Unknown

Fused Attack Power: 51

Heart Recovery: No recovery effect

Special cooking effect: Effect duration +00:40

302 Soldier Construct Horn

CHECK BOX

Easy to obtain locations: Initial Sky Island, North Gerudo Sky Archipelago

Fused Material Attack Power: 8

Heart Recovery: No recovery effect

Special effects during cooking: 无

303 Soldier Construct Horn (Mid)

CHECK BOX

Easily Obtained Locations: Hebra Mountains, Connecting Islands to the Sky

Fused Material Attack Power: 8

Heart Recovery: No recovery effect

Special effect element when cooking:

304

Soldier Construct Horn (Superior)
CHECK BOX
Easy to Obtain Locations: Lanayru Sky Archipelago, Thunder Island
Fused Material Attack Pow: 18
Heart Recovery: o recovery effect
Special effect element when co king

305

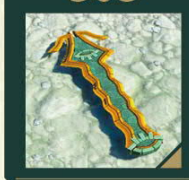
Soldier Construct Horn (Superior)
CHECK BOX
Easy to Obtain Locations: Unknown
Fused material attack power 24 S
Heart Recovery: o recovery effect
pecial effect when cooking rupees

306

Captain Construct Horn
CHECK BOX
Easy to obtain locations: Initi l Sky Island, cor nuous islands leading to the sky
Fused Weapon Attack Power: 5
Heart Recovery: No recovery effect
Special effect element when cooking

307

Captain Construct Horn (Mid)
CHECK BOX
Easy to obtain locations: anayru Sky Archipelago, West Necluda
Fused material attack powe: 15
Heart Recovery: o recovery effect
Special effect element when cooking

308

Captain Construct I Horn
CHECK BOX
Easy to Obtain Locations: Deibla Ruins, Lanayru Sky Archipelago
Fused material attack power 25
Heart Recovery: No recovery effect
Special effect element when co ing

309

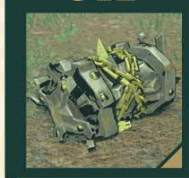
Captain Construct Horn (Superior)
CHECK BOX
Easy to obtain locations: Unknown
Fused material attack pow r +
Heart Recovery: o recovery effect
35. Special effect when coo ing.

310

Hinox Horn
CHECK BOX
Easy to Obtain: Hyrule Ridge, West Necluda
Fused Material Attack Power: 12
Heart Recovery: No recovery effect
Special cooking effect: Effect duration +00:40

311

Blue Hinox Fang
CHECK BOX
Easy to Obtain Locations: East Necluda Depths, West Necluda
Fused material attack p er 19
Heart Recovery: o recovery effect
Special cooking effect: Effect duration +00:40

312

Black Hinox Fang
CHECK BOX
Easy to Obtain Locations: East Necluda, West Necluda Depths
Fused material attack power 27
Heart Recovery: o recovery effect
Special cooking effect: Effect duration +00:40

313

Stalnox Horn
CHECK BOX
Easy to obtain locations: East Hateno, entral Hyrule Depths
Fused material attack power 29
Heart Recovery: o recovery effect
Special cooking effect: Effect duration +00:40

314

Molduga Jawbone
CHECK BOX
Easily Obtained: erudo Desert
Fuse Attack Power 32
Heart Recovery: o recovery effect
Special effects during cooking: Effect Duration Increased +01:20

315

Gleeok Flame Horn
CHECK BOX
Easy to Obtain Locations: Eldin Canyon Lake Hylia.
Fuse Attack Power: 3
Heart Recovery: No recovery effect
Special cooking effect: Effect duration +00:40

316

Frosted Gleeok Horn
CHECK BOX
Easy to Obtain Locations: erudo Highlands, ebra Mountains
Fused Material Attack Power 30
Heart Recovery: No recovery effect
Special cooking effect: Effect duration +00:40

317

Thunder Gleeok Horn
CHECK BOX
Easily obtainable locations: Hyrule Field, Faron Grasslan
ds. Fuse Attack Power: 30
Heart Recovery: o recovery effect
Special effects during cooking: Effect Duration Increase: +00:40

System Overview
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318 Gleeok's Guts

CHECK BOX

Easily obtained locations: Gerudo Highlands Depths, Central Hyrule Depths

Fused material attack power: 14

Heart Recovery: No recovery effect

Special cooking effect: Effect duration +00:40

319 Obsidian Frox Fang

CHECK BOX

Easy to Obtain Locations: Gerudo Desert Depths, Hyrule Ridge Depths

Fused Material Attack Power: 24

Heart Recovery: No recovery effect

Special cooking effect: Effect duration +00:40

320 Large White Hinox Molar

CHECK BOX

Easily obtained from: Hebra Mountains Depths, Tabantha Frontier Depths

Fused material attack power: 35

Heart Recovery: No recovery effect

Special cooking effect: Effect duration +00:40

321 Naydra's Horn

CHECK BOX

Easy to Obtain Locations: On Dinraal

Fused material attack power: 26

Heart Recovery: No recovery effect

Special effects during cooking: Effect duration becomes 30:00

322 Dinraal's Dragon Rock

CHECK BOX

Easy to obtain: On Dinraal

Fused material attack power: 16

Heart Recovery: No recovery effect

Special cooking effect: Effect duration increased by +01:20

323 Naydra's Horn

CHECK BOX

Easy to obtain location: On Naydra

Fused material attack power: 26

Heart Recovery: No recovery effect

Special effects during cooking: Effect duration becomes 30:00

324 Naydra's Dragon Rock

CHECK BOX

Easy to obtain location: On Naydra

Fuse Attack Power: 16

Heart Recovery: No recovery effect

Special cooking effect: Effect duration increased by +01:20

325 Farosh's Fang

CHECK BOX

Easy to Obtain Locations: On Farosh

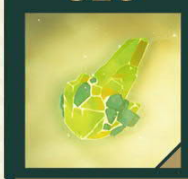
Fused material attack power: 26

Heart Recovery: No recovery effect

Cooking Special Effect: Effect duration becomes 30:00

326 Farosh's Dragon Rock

CHECK BOX



Easily obtained from: Dinraal

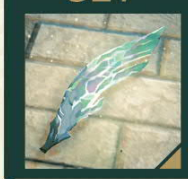
Fuse Attack Power: 16

Heart Recovery: No recovery effect

Special cooking effect: Effect duration increased by +01:20

327 Light Dragon's Horn

CHECK BOX



Easy to Obtain Locations: On the back of the Light Dragon

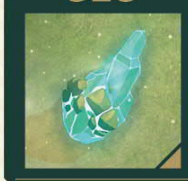
Fused material attack power: 20

Heart Recovery: No recovery effect

Cooking Special Effect: Effect duration becomes 30:00

328 Light Dragon's Dragon Rock

CHECK BOX



Easy to Obtain Locations: On the back of the Light Dragon

Fused material attack power: 12

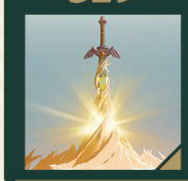
Heart Recovery: No recovery effect

Special cooking effect: Effect duration increased by +01:20

329-503 Weapons

329 Master Sword

CHECK BOX



Easy to obtain location: Obtained through story progression

Performance: Demon-banishing sword that defeats gloom

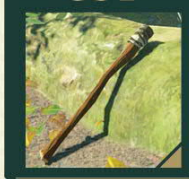
330 Wood Branch

CHECK BOX

Easy to obtain locations: Initial Sky Island, Hyrule Field

Performance: Attack Power 2

331



Torch

CHECK BOX

Easy to obtain locations: Hyrule Field, erudo Desert

Performance | Attack Power 2

332

Wooden Ladle

CHECK BOX

Easy to obtain locations: Hyrule Field, W st Necluda

Performance Attack Power 4

333

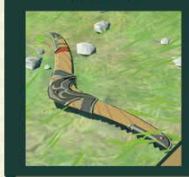
Boomerang

CHECK BOX

Easy to obtain locations: Lanayru Great Spring, Lanayru Wetlands

Performance Attack Power 6

334



Boomerang

CHECK BOX

Easy to obtain locations: Unknown

Performance | Attack power 8

335

Sea-Breeze Boomerang

CHECK BOX

Location where it can be easily obtained is unknown

Performance Attack power 16

336

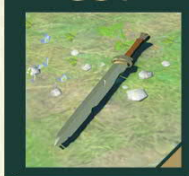
Traveler's Sword

CHECK BOX

Easily Obtained Locations: Hyrule Field, Central Hyrule Depths

Performance Attack Power 5

337



Traveler's Sword

CHECK BOX

Easy to obtain locations: Unknown

Performance | Attack Power 7

338

Soldier's Broadsword

CHECK BOX

Easily Obtained Locations: Hyrule Field, Eldin Canyon

Performance Attack Power 6, Charge Speed Increased

339

Soldier's Broadsword t

CHECK BOX

Location where it can be easily obtai is unknown

Performance Attack Power 12, Charge Speed Increased

340

Knight's Claymore

CHECK BOX

Easy to obtain locations: Gerudo Deser Hyrule Castle

Performance Attack Power 7, enhanced when hearts are less than or equal to 1

341

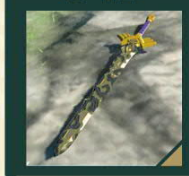
Knight's Claymore

CHECK BOX

Easy to obtain locations: Unknown

Performance Attack power 18, strengthened when the number of hearts is less than or equal to 1

342



Royal Broadsword

CHECK BOX

Easy to obtain locations: Hyrule Castle, Gerudo Highlands Depths

Performance Attack Power 10, increased charge attack power

343

Royal Broadsword

CHECK BOX

Location where it can be easily obtai is unknown

Performance Attack Power 24, Charge Attack Power Up

344

Forest Dweller's Sword

CHECK BOX

Easy to Obtain: Eldin Mountains, Great Hyrule Forest

Performance Attack Power 7, Revives Broken Fruit

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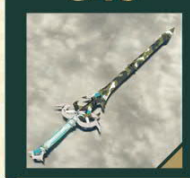
345
Forest Dweller's Sword
CHECK BOX

Easy to obtain locations: Unknown
Performance
Attack Power 16, revives cracked fruit

352
Gerudo Knife
CHECK BOX

Easy to obtain location: Gerudo Town
Performance
Attack Power 28, increases material attack power

346
Zora Sword
CHECK BOX

Easy to obtain location: Lanayru Great Spring
Performance
Attack power 6, strengthened when wet

353
Stealth Knife
CHECK BOX

Easily Obtained: Hyrule Field, Gerudo Highlands
Performance
Attack power 6, increased sneak attack power

347
Zora Sword
CHECK BOX

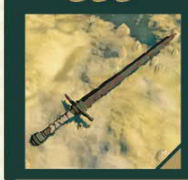
Easy to obtain locations: Unknown
Performance
Attack power 12, strengthened when wet

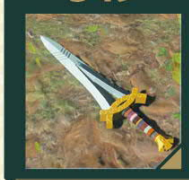
354
Wary Knife 4
CHECK BOX

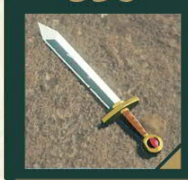
Easy to obtain locations: Unknown
Performance
Attack power 15, increased sneakstrike power

348
Windcleaver
CHECK BOX

Easy to obtain locations: Hebra Mountains, Tabantha Frontier
Performance
Attack Power 6, Blows Wind

355
Rusty Broadsword
CHECK BOX

Easy to obtain locations: Hyrule Field, East Necluda Depths
Performance
Attack Power 5

349
Windcleaver Blade
CHECK BOX

Easy to obtain locations: Unknown
Performance
Attack Power 13, Blows Wind

356
Beginning Sword
CHECKBOX

Location where it can be easily obtained is unknown
Performance
Attack Power 17

350
Gerudo Scimitar
CHECK BOX

Easily Obtained: Gerudo Desert
Performance
Attack Power 8, Material Attack Power Increased

357
Royal Guard's Sword
CHECK BOX

Location where it can be easily obtained is unknown
Performance
Attack Power 22, Power increases when near breakage

351
Gerudo Dagger
CHECK BOX

Easy to obtain locations: Unknown
Performance
Attack Power 17, Material Attack Power Increased

358
Royal Guard's Sword
CHECK BOX

Easy to obtain locations: Unknown
Performance
Attack Power 30, power increases when near breaking

359 White Sword of the Sky

CHECK BOX

Location where it can be easily obtained: unknown

Performance: Attack Power 24

360 Wooden Stick

CHECK BOX

Easily Obtained Locations: Hyrule Field, Central Hyrule Depths

Performance: Attack Power 4

361 Sturdy Wooden Stick

CHECK BOX

Easily Obtainable Locations: Hyrule Field, East Necluda

Performance: Attack Power 5, High Durability

362 Multi-Jointed Wooden Rod

CHECK BOX

Easy to Obtain: Gerudo Desert, Lanayru Mountain

Performance: Attack Power 14

363 Lizard Boomerang

CHECK BOX

Easy to Obtain Locations: Hebra Mountains, Lanayru Mountains

Performance: Attack power 8

364 Zonai Sword

CHECK BOX

Easy to obtain at: Hyrule Sky Archipelago, South Eldin Sky Archipelago

Performance: Attack Power: 6, Can be enhanced with Zonai materials

365 Zonai Strong Sword

CHECK BOX

Easy to obtain at: Lanayru Sky Archipelago, Thunder Island

Performance: Attack Power 7, enhanced using Zonai materials

366 Zonai Strongblade

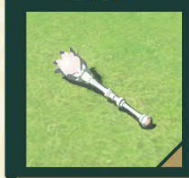
CHECK BOX

Location where it can be easily obtained: unknown

Performance: Attack Power 10, enhanced using Zonai materials

367 Magic Wand

CHECK BOX

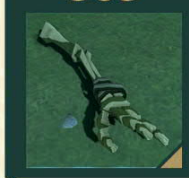


Easy to obtain locations: Gerudo Highlands, West Necluda

Performance: Attack Power: 6

368 Bokoblin Bone

CHECK BOX



Easy obtainable locations: Hyrule Forest, Gerudo Desert Depths

Performance: Attack Power 20

369 Lizalfos Bone

CHECK BOX

Easy to Obtain Locations: Hyrule Field

Performance: Attack Power 22

370 Gloom Sword

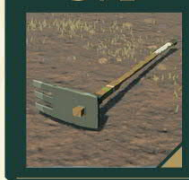
CHECK BOX

Easy to obtain locations: Unknown

Performance: Attack Power 41, inflicts Gloom damage upon use

371 Farming Hoe

CHECK BOX



Easy to obtain locations: Hyrule Field, West Necluda

Performance: Attack Power 6

372 Oar

CHECK BOX

Easy to obtain locations: East Necluda, Necluda Sea

Performance: Attack Power 4

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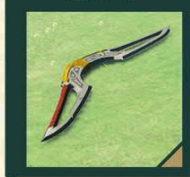
373 Giant Boomerang

CHECK BOX

Easily Obtained Locations: Hyrule Field, Eldin Canyon

Performance: Attack Power 11

374 Giant Boomerang

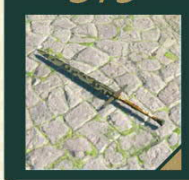


CHECK BOX

Easy to obtain locations: Unknown

Performance: Attack Power 23

375 Traveler's Claymore

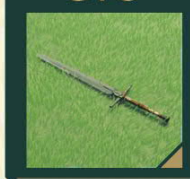


CHECK BOX

Easy to obtain locations: Hyrule Field, Gerudo Desert

Performance: Attack Power: 6

376 Traveler's Claymore ✦



CHECK BOX

Easy to obtain locations: Unknown

Performance: Attack Power 9

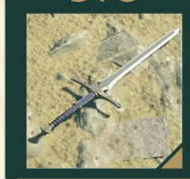
377 Soldier's Two-Handed Sword

CHECK BOX

Easily Obtained Locations: Hyrule Field, Eldin Canyon

Performance: Attack Power 8, Charged attacks consume less stamina

378 Soldier's Two-Handed Sword ✦

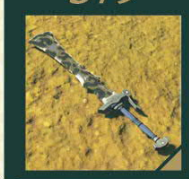


CHECK BOX

Location where it can be easily obtained is unknown

Performance: Attack Power 16, Charged attacks consume less stamina

379 Knight's Claymore



CHECK BOX

Easy to obtain locations: Hyrule Field, Gerudo Desert

Performance: Attack Power 11, Strengthened when the number of hearts is less than or equal to 1

380 Knight's Claymore ✦

CHECK BOX

Location where it can be easily obtained is unknown

Performance: Attack Power 24, enhanced when the number of hearts is less than or equal to 1

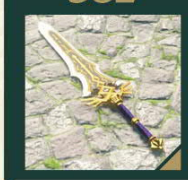
381 Royal Claymore

CHECK BOX

Easy to Obtain: Great Plateau, Hyrule Castle

Performance: Attack Power 14, Increased Rush Attack Power

382 Royal Claymore ✦

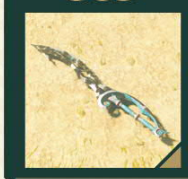


CHECK BOX

Easy to obtain locations: Unknown

Performance: Attack Power 34, Charge Attack Power Up

383 Zora Longsword



CHECK BOX

Easy to obtain location: Lanayru Great Spring

Performance: Attack Power 8, Strengthened when wet

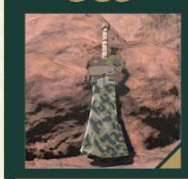
384 Zora Longsword ✦

CHECK BOX

Easy to obtain locations: Unknown

Performance: Attack Power 17, Strengthened when wet

385 Stone Splitter

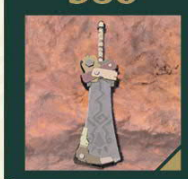


CHECK BOX

Easy to obtain in: Eldin Canyon, Eldin Canyon Depths

Performance: Attack Power 9, Enhanced crushing effect

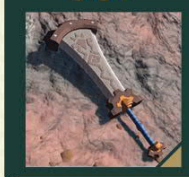
386 Stone Splitter ✦

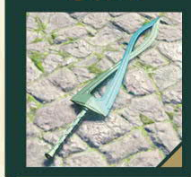


CHECK BOX

Easy to obtain locations: Unknown

Performance: Attack Power 14, Enhanced crushing effect

387

Stone Smasher
CHECK BOX
Easily obtainable location: Goron City
Performance
Attack power 38, enhanced crushing effect

394

Demon Sword
CHECK BOX
Easy to obtain locations: Unknown
Performance
Attack power 38

388

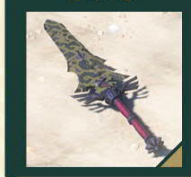
Great Goron Sword
CHECK BOX
Location where it can be easily obtained is unknown
Performance
Attack Power 36

395

Rusty Broadsword
CHECK BOX
Easy to Obtain: Hyrule Field, Depths of Eldin Canyon
Performance
Attack Power 6

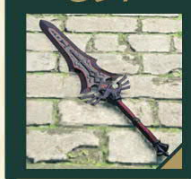
389

Gerudo Claymore
CHECK BOX
Easy to obtain location: Gerudo Desert, Gerudo Highlands
Performance
Attack power 10, material attack power increased

396

Royal Claymore
CHECK BOX
Easy to obtain locations: Unknown
Performance
Attack power 32, power increases when about to break

390

Gerudo Claymore.. Mua99295520 Elite 952 950
CHECK BOX
Easy to obtain locations: Unknown
Performance
Attack Power 22, Material Attack Power Increased

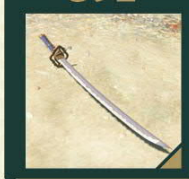
397

Royal Claymore...
CHECK BOX
Easy to obtain locations: Unknown
Performance
Attack Power 39, power increases when near breaking

391

Vigil Katana
CHECK BOX
Easily obtained locations: Hyrule Ridge, Gerudo Highlands
Performance
Attack power 8, releases a vacuum wave

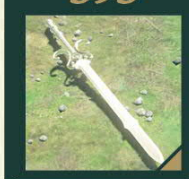
398

Tree Branch
CHECK BOX
Easy to obtain locations: Hyrule Field, Hebra Mountains
Performance
Attack Power 5

392

Stealthfin Sword ♦
CHECK BOX
Easy to obtain locations: Unknown
Performance
Attack Power 23, releases a vacuum wave

399

Sturdy Thick Stick
CHECK BOX
Easy to obtain locations: Hyrule Field, Gerudo Desert
Performance
Attack Power 7, High Durability

393

Twilight Greatsword
CHECK BOX
Easy to obtain locations: Unknown
Performance
Attack Power 32

400

Multi-Jointed Thick Stick
CHECK BOX
Easily Obtainable Locations: East Necluda, Gerudo Highlands
Performance
Attack Power 19

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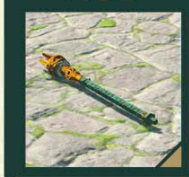
401 Zonai Greatsword

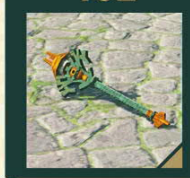


CHECK BOX

Easy to Obtain: Lanayru Sky Archipelago, Hateno Sky Archipelago

Performance: Attack Power: 8, Enhanced using Zonai materials

402 Zonaiium Mighty Greatsword



CHECK BOX

Easy to obtain at: Lanayru Sky Archipelago, Thunder Island

Performance: Attack Power 10, enhanced using Zonai materials

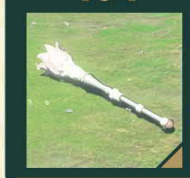
403 Zonaite Greatsword

CHECK BOX

Easy to obtain locations: Unknown

Performance: Attack Power 15, enhanced using Zonai materials

404 Magic Scepter



CHECK BOX

Easily obtainable locations: Central Hyrule Depths, Lanayru Mountains Depths

Performance: Attack Power: 7

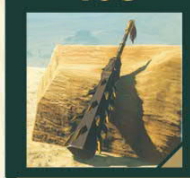
405 Moblin Bone

CHECK BOX

Easily obtained locations: Hyrule Great Forest, Deep Akkala Depths

Performance: Attack Power: 28

406 Gloom Metal Rod



CHECK BOX

Location where it can be easily obtained is unknown

Performance: Attack Power 50, inflicts Gloom damage upon use

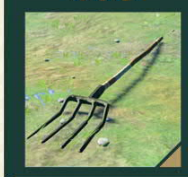
407 Wooden Mop

CHECK BOX

Easily Obtained Locations: Hyrule Field, Eldin Canyon

Performance: Attack Power 3

408 Farming Hoe



CHECK BOX

Easy to obtain locations: Hyrule Field, West Necluda

Performance: Attack Power 4

409 Fisherman's Harpoon

CHECK BOX

Easy to obtain at Hateno Village

Performance: Attack Power 4

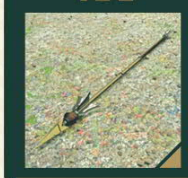
410 Spear

CHECK BOX

Easy to obtain location: Central Hyrule Depths

Performance: Attack Power 3

411 Spear ♦

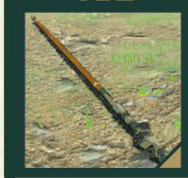


CHECK BOX

Easy to obtain locations: Unknown

Performance: Attack Power: 8

412 Traveler's Spear



CHECK BOX

Easily obtained locations: Death Mountain, Gerudo Highlands

Performance: Attack Power 3

413 Traveler's Spear *

CHECK BOX

Location where it can be easily obtained is unknown

Performance: Attack Power 4

414 Soldier's Spear

CHECK BOX

Easily Obtained Locations: Hyrule Field, Eldin Canyon

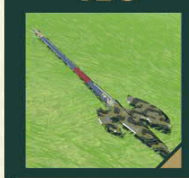
Performance: Attack Power 4, Increased Charge Speed

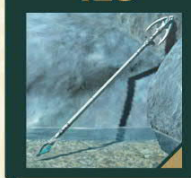
415

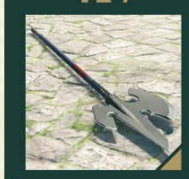
Soldier's Spear *
CHECK BOX
Easy to obtain locations: Unknown
Performance
Attack power 10, charge speed increased

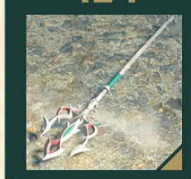
422

Zora Spear
CHECK BOX
Easy to obtain locations: Lanayru Wetlands, Z a's Domain
Performance
Attack power: 6, Strengthened when wet

416

Knight's Claymore
CHECK BOX
Easy to obtain locations: Gerudo Desert, F on Grasslands
Performance
Attack power 6, strengthened when the number of hearts is less than or equal to 1

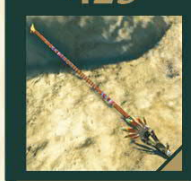
423

Zora Spear *
CHECK BOX
Easy to obtain locations: Unknown
Performance
Attack power 11, strengthened when wet

417

Knight's Claymore ♦
CHECK BOX
Easy to obtain locations: Unknown
Performance
Attack power 14, strengthened when the number of hearts is less than or equal to 1

424

Lightscale Trident
CHECK BOX
Easy to obtain location: Zora's Domain
Performance
Attack power 22, strengthened when wet

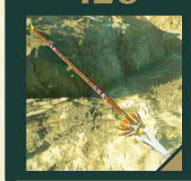
418

Royal Guard's Spear
CHECK BOX
Easy to Obtain: Hyrule Castle, East Necluda
Performance
Attack Power 7, Increased Rush Attack Power

425

Windcleaver Spear
CHECK BOX
Easy to Obtain: H ra Mountains, Tabantha Frontier
Performance
Attack Power 4, Blows Wind

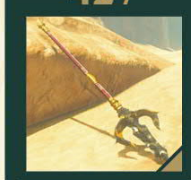
419

Royal Guard's Spear ♦
CHECK BOX
Easy to obtain locations: Unknown
Performance
Attack Power 18, Increased Charge Attack Power

426

Gale Ripper ♦
CHECK BOX
Easy to obtain locations: Unknown
Performance
Attack power 10, blows wind

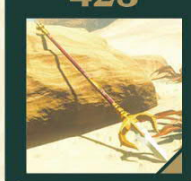
420

Forest Dweller's Spear
CHECK BOX
Easy to obtain location: Hyrule Great Forest
Performance
Attack Power 6, Revives Broken Fruit

427

Gerudo Spear
CHECK BOX
Easily Obtained: Gerudo Desert
Performance
Attack Power 6, Material Attack Power Increased

421

Forest Dweller's Spear ✦
CHECK BOX
Easy to obtain locations: Unknown
Performance
Attack Power 14, revives shattered fruit

428

Gerudo Spear ♦
CHECK BOX
Easy to obtain locations: Unknown
Performance
Attack Power 12, increases material attack power

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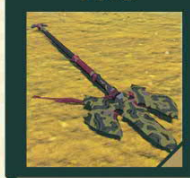
429 Rusty Spear

CHECK BOX

Easily Obtainable Locations: Hyrule Field, East Necluda

Performance: Attack Power 3

430 Royal Guard's Spear



CHECK BOX

Easy to obtain locations: Unknown

Performance: Attack Power: 15, Increased power when near breaking

431 Royal Guard's Spear

CHECK BOX

Easy to obtain locations: Unknown

Performance: Attack Power 24, power increases when near breaking

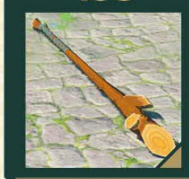
432 Long Stick

CHECK BOX

Easy to obtain in the Eldantha Frontier and Hebra Mountains

Performance: Attack Power 2

433 Sturdy Long Stick



CHECK BOX

Easily obtainable locations: Gerudo Desert, East Necluda Depths

Performance: Attack power 4, high durability

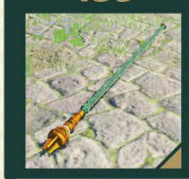
434 Multi-section long pole

CHECK BOX

Easily Obtained: Gerudo Desert

Performance: Attack Power: 10

435 Zonai Spear



CHECK BOX

Easy to obtain locations: Continuous islands leading to the sky, Lanayru Sky Archipelago

Performance: Attack Power 4, enhanced using Zonai materials

436 Zonai Strong Spear

CHECK BOX

Easily obtainable locations: Lanayru Sky Archipelago, Lomei Island

Performance: Attack Power: 6, Enhanced using Zonai materials

437 Zonai Construct Captain I

CHECK BOX

Location where it can be easily obtained is unknown

Performance: Attack Power 8, enhanced using Zonai materials

438 Magic Scepter

CHECK BOX

Easy to obtain locations: Eldin Mountains, North Gerudo Sky Archipelago

Performance: Attack Power 4

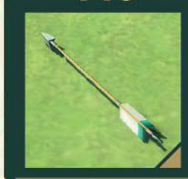
439 Gloom Spear

CHECK BOX

Easy to obtain locations: Unknown

Performance: Attack Power 40, inflicts Gloom damage upon use

440 Wooden Arrow



CHECK BOX

Easy to Obtain Locations: Hyrule Field

Performance: None

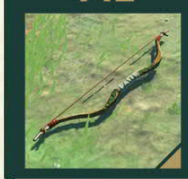
441 Rusty Wooden Bow

CHECK BOX

Easy to obtain location: Initial Sky Island

Performance: Attack Power 4

442 Wooden Bow



CHECK BOX

Easy to obtain locations: Hyrule Field, South Lanayru Sky Archipelago

Performance: Attack Power 4

443

Traveler's Bow

CHECK BOX

Easily Obtained Locations: Hyrule Field, Central Hyrule Depths

Performance

Attack Power 5

450

Falcon Bow

CHECK BOX

Easily Obtained: Tabantha Frontier, Hebra Mountains

Performance

Attack Power 14

444

Soldier's Bow

CHECK BOX

Easy to obtain locations: Hyrule Field, Hebra Mountains

Performance

Attack Power 14

451

Great Eagle Bow

CHECK BOX

Easy to obtain: Rito Village

Performance

Attack Power: 28×3

445

Knight's Bow

CHECK BOX

Easy to obtain locations: Gerudo Desert, Akkala Highlands

Performance

Attack Power: 26

452

Gerudo Bow

CHECK BOX

Easy to obtain locations: Gerudo Desert, Gerudo Highlands

Performance

Attack Power: 25

446

Royal Bow

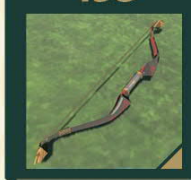
CHECK BOX

Easily Obtained Locations: Hyrule Field, Central Hyrule Depths

Performance

Attack power 38

453



Fierce Deity Bow

CHECK BOX

Easily obtainable locations: East Necluda, West Necluda

Performance

Attack Power: 10

447

Forest Dweller's Bow

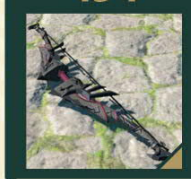
CHECK BOX

Easy to obtain location: Hyrule Great Forest

Performance

Attack Power 15×3

454



Royal Guard Bow

CHECK BOX

Easy to obtain locations: Unknown

Performance

Attack Power 50

448

Zora Bow

CHECK BOX

Easy to obtain location: Lanayru Great Spring

Performance

Attack Power 20

455

Twilight Bow

CHECK BOX

Location where it can be easily obtained is unknown

Performance

Attack Power 30

449

Swallow

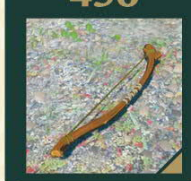
CHECK BOX

Easy to obtain locations: Hebra Mountains, Tabantha Frontier

Performance

Attack Power 8

456



Bokoblin Bow

CHECK BOX

Easily Obtained Locations: Hyrule Field, Central Hyrule Depths

Performance

Attack Power 4

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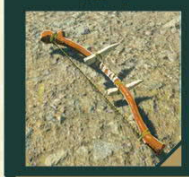
457 Spiked Bokoblin 弓

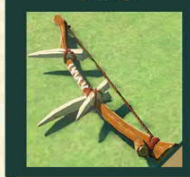


CHECK BOX

Easy to Obtain: Hyrule Field, Gerudo Highlands Depths

Performance: Attack Power: 12

458 Stalbokoblin 弓

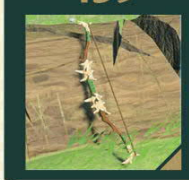


CHECK BOX

Easily Obtained: Gerudo Highlands, Gerudo Highlands Depths

Performance: Attack Power: 24

459 Lizalfos Bow



CHECK BOX

Easily Obtained: Lanayru Wetlands, Gerudo Desert Depths

Performance: Attack Power 14

460 Mighty Lizalfos Bow

CHECK BOX

Easily obtainable locations: Gerudo Desert, Akkala Highlands Depths

Performance: Attack Power 25

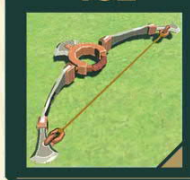
461 Steel Lizal Bow

CHECK BOX

Easily obtained locations: Gerudo Highlands Depths, Central Hyrule Depths

Performance: Attack Power 36

462 Lynel Bow



CHECK BOX

Easy to Obtain Locations: East Necluda, Deep Akkala

Performance: Attack Power: 10×3

463 Savage Lynel Bow

CHECK BOX

Easy to obtain locations: Lanayru Great Spring, Akkala Highlands Depths

Performance: Attack power 20×3

464 Savage Lynel Bow

CHECK BOX

Easy to Obtain Locations: Gerudo Highlands, Lanayru Wetlands Depths

Performance: Attack Power 32×3

465 Duplex Bow

CHECK BOX

Easy to obtain in: Hyrule Field, Gerudo Desert Depths

Performance: Attack Power: 14×2

466 Gloom Bow

CHECK BOX

Easily obtainable locations: South Necluda Sky Archipelago, North Gerudo Sky Archipelago

Performance: Attack Power 5

467 Golem Construct 强弓

CHECK BOX

Easy to obtain locations: Continuous islands leading to the sky, Death Mountain Depths

Performance: Attack Power 11

468 Golem's Might 弓

CHECK BOX

Easy to obtain locations: Lomei Island, Depths of Death Mountain

Performance: Attack Power: 24

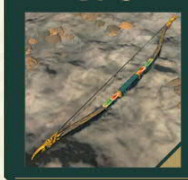
469 Zonaite Bow

CHECK BOX

Location where it can be easily obtained is unknown

Performance: Attack Power 30

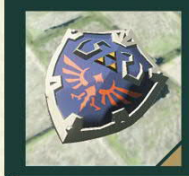
470 Demon King Bow



CHECK BOX

Easy to obtain locations: Unknown

Performance: Attack Power 60

471

Hylian Shield
CHECK BOX
Easy to obtain locations: Unknown
Performance
Defense Power 90

478

Traveler's Shield
CHECK BOX
Easy to obtain locations: Hyrule Field, Eldin Mountains
Performance
Defense 4

472

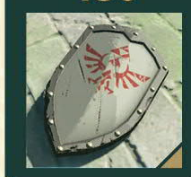
Pot Lid
CHECK BOX
Easily Obtainable Locations: Hyrule Field, East Necluda
Performance
Defense 1

479

Soldier's Shield
CHECK BOX
Easily Obtained Locations: Hyrule Field, Eldin Canyon
Performance
Defense 16

473

Decayed Wooden Shield
CHECK BOX
Easy to obtain locations: Starting Sky Island, Gerudo Desert
Performance
Defense: 2

480

Knight's Shield
CHECK BOX
Easy to obtain locations: Gerudo Desert, Tabantha Frontier Depths
Performance
Defense: 40

474

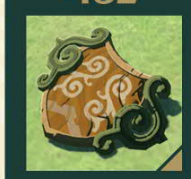
Wooden Shield
CHECK BOX
Easy to obtain locations: Hyrule Field, Hebra Mountains
Performance
Defense: 2

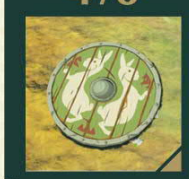
481

Royal Shield
CHECK BOX
Easy to Obtain: Hyrule Field, Gerudo Highlands Depths
Performance
Defense 55

475

Lynel Shield
CHECK BOX
Easy to obtain in West Necluda and East Necluda
Performance
Defense: 3

482

Forest Dweller's Shield
CHECK BOX
Easy to obtain location: Hyrule Great Forest
Performance
Defense: 30

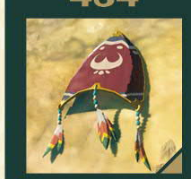
476

Rabbit Pattern Shield
CHECK BOX
Easily Obtained: Tabantha Frontier, Hebra Mountains
Performance
Defense: 3

483

Zora盾
CHECK BOX
Easily obtained locations: Lanayru Great Spring, above Lanayru Great Spring
Performance
Defense: 24

477

Fish Pattern Shield
CHECK BOX
Easy to obtain at Hateno Village
Performance
Defense: 3

484

Kite Shield
CHECK BOX
Easy to obtain locations: Hebra Mountains, Tabantha Frontier
Performance
Defense Power 14

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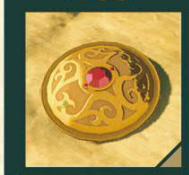
485 Gerudo Shield

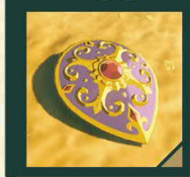


CHECK BOX

Easy to obtain locations: Gerudo Desert, Gerudo Highlands

Performance: Defense Power 28

486 Sun Shield



CHECK BOX

Easy to obtain locations: Gerudo Desert, Gerudo Highlands

Performance: Defense 35

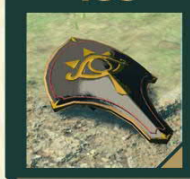
487 Gerudo Shield

CHECK BOX

Easy to obtain location: Gerudo Town

Performance: Defense 48

488 Guardian Shield



CHECK BOX

Easy to obtain locations: East Necluda, West Necluda

Performance: Defense 16

489 Sea-Breeze Shield

CHECK BOX

Easy to obtain locations: Unknown

Performance: Defense 65

490 Rusty Shield

CHECK BOX

Easy to obtain locations: Hyrule Field, East Necluda

Performance: Defense: 3

491 Royal Guard Shield

CHECK BOX

Easy to obtain locations: Unknown

Performance: Defense 70

492 Bokoblin Shield

CHECK BOX

Easy to obtain locations: Hyrule Field, Hebra Mountains

Performance: Defense: 3

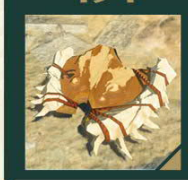
493 Spiked Bokoblin 盾

CHECK BOX

Easily Obtainable Locations: Hyrule Field, East Necluda

Performance: Defense 10

494 Dragonbone Bokoblin Shield



CHECK BOX

Easy to Obtain Locations: Gerudo Highlands, Gerudo Desert

Performance: Defense 25

495 Lizard Shield

CHECK BOX

Easy to obtain locations: Lanayru Great Spring, Floria Sea

Performance: Defense Power: 15

496 Mighty Lizalfos Shield

CHECK BOX

Easy to obtain locations: Tabantha Snowfield, Kakariko Mine Ruins

Performance: Defense: 22

497 Steel Lizal Shield

CHECK BOX

Easy to Obtain: Gerudo Desert, Lanayru Mountain

Performance: Defense 35

498 Zonai Shield

CHECK BOX

Easily Obtained Locations: Hylia Sky Archipelago, Eldin Sky Archipelago

Performance: Defense 11

499 Zonai Hard Shield

CHECK BOX

Easily obtainable locations: anayru Sky Archipelago, Lo ei Island

Performance: Defense Power 26

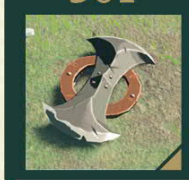
500 The Sturdy of Zonanium 盾

CHECK BOX

Location where it can be easily obtained is unknown

Performance: Defense Power 50

501 Lynel Shield



CHECK BOX

Easily Obtained Locati ns: Hyrule Field, Central Hyrule Depths

Performance: Defense: 30

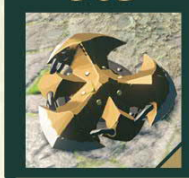
502 Royal Guard's Shield

CHECK BOX

Easy to obtain location Faron Grasslands, Eldin Canyon Depths

Performance: Defense Power 44

503 Savage Lynel Shield



CHECK BOX

Easily obtained locatio Akkala Highlands, Central Hyrule Depths

Performance: Defense: 62

504-509 Treasure

504

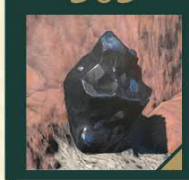
Treasure Chest

CHECK BOX

Easy to Obtain Locati ns: Hyrule Field

Obtainable Items: Various Treasures

505



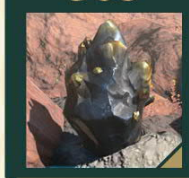
Ore Deposits

CHECK BOX

Easy to Obtain Locati ns: Hyrule Field

Obtainable Items: Diamond, Ruby, Sapphire, Topaz, Opal, Amber, R ock Salt, Flint

506



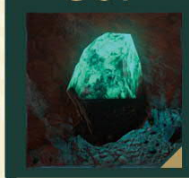
Rare Ore Deposit

CHECK BOX

Easy to Obtain Locations: Hyrule Field

Obtainable Items: Diamond, Ruby, Sapphire, Topaz, Amber, Flint

507



Luminous Stone Deposits

CHECK BOX

Easy to Obtain Locations: Hyrule Field

Obtainable Items: Luminous Stone, Flint

508

Zonaite Deposit

CHECK BOX

Easily obtained location Depths of Hyrule

Obtainable Items: Zonaite, Large Zonaite

509

#

CHECK BOX

Easy to Obtain Locations: Hyrule Field

Acquirable items: Vario s materials

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Complete Armor Data

Overview

The armor system in "Tears of the Kingdom" is the same as in "Breath of the Wild," only with a larger quantity. Armor can be referred to as clothing, and in addition to changing Link's appearance and providing a certain amount of defense, some armor also has special effects. Armor is divided into three parts: head, body, and feet. Only one piece of armor can be equipped on the same part, which means Link can only equip a maximum of three pieces of armor at the same time, and they must be for different parts. Accessory-type armor such as earrings and headwear are considered head armor and are not calculated separately, which is quite strict.

Similar to 'Breath of the Wild,' there is no limit to the number of armor pieces you can have in this game, and some armor can even be obtained repeatedly. Armor can be sold, and armor that cannot be obtained repeatedly can be bought back from Sagono at the armor shop in Hateno Village.

To change your equipment, press the + button to enter the inventory menu, then press the L button to move to the leftmost armor tab. Since you're changing equipment in the inventory menu, the action is completed instantly. You can change equipment at any time in the game to suit different situations, so don't hesitate to do so.

Armor has a variety of special effects, including those that help in combat, such as increasing attack power, and those that greatly benefit exploration, such as cold resistance, heat resistance, increased swimming speed, and increased climbing speed. Some armor has set bonuses, and some sets even grant additional set bonuses when enhanced to the 2nd stage and the full set is equipped.

Strengthening armor requires visiting the Great Fairy Fountains and consuming various materials. However, in this game, the Great Fairies are initially unwilling to meet Link. You must complete the four side adventures: “Serenade to a Great Fairy,” “Serenade to Cotera,” “Serenade to Kaysa,” and “Serenade to Mija” to unlock the corresponding Great Fairy. Each unlocked Great Fairy raises the armor enhancement limit by 1 level. After completing all four side adventures, you can visit any Great Fairy to enhance your armor to the maximum level 4. Different pieces of the same armor set generally require the same materials for enhancement, with only a few exceptions.

Hylian Set

▶Evaluation

This armor set is obtainable early in the game, and its greatest advantage is its affordable price. The defense it offers is decent, but it doesn't have any set bonus effects. The Hylian Hood has two forms: with the head covered and uncovered. After completing the quest to elect a village chief in Hateno Village, you can go to the armor shop and talk to Sagno to switch between the two forms.

Hylian Hood

Initial Defense: 3	Max Defense: 20	Special Effect: None

10→Level 1 Enhancement Material: Bokoblin Horn ×5

| Level 1→2 Enhancement Materials: Blue Bokoblin Horn x5, Bokoblin Fang x3

| Level 2→3 Enhancement Materials: Black Bokoblin Horn x5, Bokoblin Guts x3, Amber x20 |

Level 3→4 Enhancement Materials: Silver Bokoblin Horn x5, Bokoblin Guts x5, Amber x30

◇ Acquisition Method

Purchase for 70 Rupees at the armor shop in Lookout Landing.

Hylian Armor

Initial Defense: 3	Max Defense: 20	Special effect: None

10→Level 1 Enhancement Material: Bokoblin Horn ×5

| Level 1→2 Enhancement Materials: Blue Bokoblin Horn x5, Bokoblin Fang x3

| Level 2→3 Enhancement Materials: Black Bokoblin Horn ×5, Bokoblin Guts ×3, Amber ×20; Level 3→4 Enhancement Materials: Silver Bokoblin Horn ×5, Bokoblin Guts ×5, Amber ×30

◆ How to Obtain

Purchase from the armor shop in Lookout Landing for 130 Rupees.

Hylian Trousers

Initial Defense: 3	Max Defense: 20	Special Effect: None

|0→1 Upgrade Material: Bokoblin Horn ×5

| Level 1→2 Enhancement Materials: Blue Bokoblin Horn x5, Bokoblin Fang x3

| 2→3 Upgrade Material: Black Bokoblin Horn ×5, Bokoblin Guts ×3, Amber ×20 | 3→4 Upgrade Material: Silver Bokoblin Horn ×5, Bokoblin Guts ×5, Amber ×30

◇ Acquisition Method

Purchase for 120 Rupees at the armor shop in Lookout Landing.

Hylian Soldier Armor Set

◆Evaluation

After completing the main story challenge in any region, you can come and get this set. All three pieces are easily obtained in the Royal Secret Passage of Lookout Landing. This set has high defense, but no special effects, so it's not highly recommended.

Hylian Soldier Helmet

Initial Defense: 4	Maximum Defense: 28	Special Effect: None

10 → Level 1 Enhancement Materials: Chuchu Jelly x5, Bokoblin Guts x3

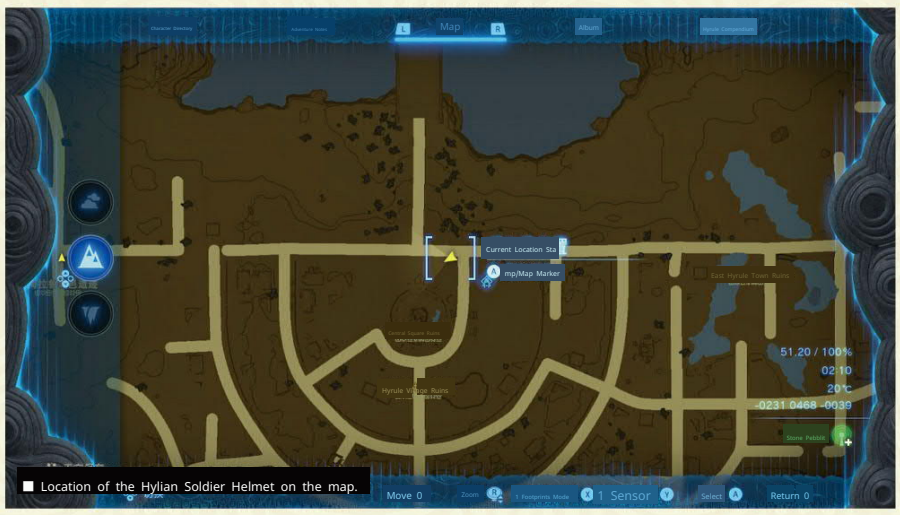
1 → Level 2 Enhancement Materials: Bat Eyeball x5, Moblin Guts x3

| Level 2→3 Enhancement Materials: Lizalfos Tail ×3, Hinox Liver ×3, Flint ×30

| Level 3→4 Enhancement Materials: Lynel Hoof ×5, Lynel Liver ×5, Amber ×30

▶How to Obtain

Please refer to the Hylian Soldier Greaves section first. After obtaining the Hylian Soldier Greaves, return to the area where the door is covered by a huge pile of stones, near a pile of blue stones. Blast them away, go straight across the bridge, and blast the blue stone pile in front. Next, follow the spiral passage all the way down until you reach an open body of water. Stand on the stone in the middle of the water, and you will see an archway blocked by stones. This pile of stones is very hard. After blasting it open, enter the door. There is an Ice Like on the left, and below it is a treasure chest containing the Hylian Soldier Helmet.



■ Location of the Hylian Soldier Helmet on the map.

Hylian Soldier Armor m		
Initial Defense: 4	ax defense: 28	Special Effect: None
0 Level 1 Enhancement Materials: Chuchu Jelly ×5, Bokoblin Guts ×3		
Level 1→2 Enhancement Materials: Bat Eyeball ×5, Moblin Guts		
×3 | Level 2→3 Enhancement Materials: Lizalfos Tail ×3, Hinox Guts ×3, Flint ×30 | L		
evel 3→4 Enhancement Materials: Lynel Hoof ×5, Lynel Guts ×5, Amber ×30		

◇ Acquisition Method

Please refer to the Hylian Soldier Helm section first. After obtaining the Hylian Soldier Helm, return to the open water area. Look to the right, and you'll see a cave entrance blocked by a pil e of blue rocks. Destroy it, and you'll find another pile of blue stones ahead. Destroy that as well and continue forward to see a familiar large pile of rocks. Blast it open to reveal an archway. Th e chest containing the Hylian Soldier Armor is in the room to the left after entering the archway, but you can't get in directly. First, move the large stone in the room to the right, then jump into the hole. After arriving on the other side, use Ascend to reach the chest.

■ Location of the Hylian Soldier Armor on the map.

Hylian Soldier Greaves		
Initial Defense: 4	Maximum Defense: 28	Special Effect: None
0 Level 1 Enhancement Materials: Chuchu Jelly ×5, Bokoblin Guts ×3		
1 → Level 2 Enhancement Materials: Bat Eyeball x5, Moblin Guts x3		
Level 2→3 Enhancement Materials: Lizalfos Tail ×3, Hinox Liver ×3, Flint ×30		
Level 3→4 Enhancement Materials: Lynel Hoof ×5, Lynel Liver ×5, Amber ×30		

◇ Acquisition Method

You need to first open the Royal Secret Passage in Lookout Landing, which is the unde rground passage where the Demon Statue is located. After entering the Royal Secret Passage , take the first branch to the left. After walking for a while, you will see a Like Like with a pi le of stones on its head. Blast the stones and go inside. Soon you will find a huge pile of st ones. After blasting it, an arch will appear. After entering the arch, there is a Like Like on th e left, and below it is a treasure chest containing the Hylian Soldier Greaves.

■ Location of the Hylian Soldier Greaves on the map. Move ●

Rito Set

▶Evaluation

An essential cold-resistant armor set for adventures. However, since the maximum cold resistance level is only 2, and players can obtain the Archaic Wa rm Greaves on the starting Sky Island, you only need to buy one piece. Note t hat although the Archaic Warm Greaves are named 'Greaves,' they are actually foot armor, so don't buy the same thing twice. If you already have the Divine Beast Vah Medoh Divine Helm, you don't need to buy any pieces. After upgradi ng this set to level 2, equipping the full set grants the 'Unfreezable' effect.

Snowquill Headdress		
Initial Defense: 3	Max Defense: 20	Special Effect: Cold Resistance Level 1
0 Level 1 Enhancement Materials: Chuchu Jelly ×5, Bokoblin Guts ×3		
1→2 Level Enhancement Materials: Red Chuchu Jelly ×5, Warm Safflina ×3		
2→3 Level Enhancement Materials: Fire Keese Wing ×5, Fire Lizalfos Tail ×3, Warm Mushroom ×5		
3→4 Level Enhancement Materials: Fire Lizalfos Horn ×5, Fire Lizalfos Tail ×10, Ruby ×5		
Acquisition Method		

Purchase it at the armor shop in Rito Village for 650 Rupees.

Rito's Downy Tunic		
Initial Defense: 3	Max Defense: 20	Special Effect: Cold Resistance Level 1
0 → Level 1 Enhancement Material: Red Chuchu Jelly ×3		
1 → Level 2 Enhancement Material: Red Chuchu Jelly ×5, Warm Safflina ×3		
Level 2→3 Enhancement Materials: Fire Keese Wing ×5, Fire-Breath Lizalfos Tail ×3, Sunshroom ×5		
Level 3→4 Enhancement Materials: Fire-Breath Lizalfos Horn ×5, Fire-Breath Lizalfos Tail ×10, Ruby ×5		

▶How to Obtain

Purchase it for 500 Rupees at the armor shop in Rito Village.

Rito Village Trousers		
Initial Defense: 3	Max Defense: 20	Special Effect: Cold Resistance Level 1
0 → Level 1 Enhancement Material: Red Chuchu Jelly ×3		
Level 1→2 Enhancement Materials: Red Chuchu Jelly ×5, Warm Safflina ×3		
Level 2→3 Enhancement Materials: Fire Keese Wing ×5, Fire-Breath Lizalfos Tail ×3, Sunshroom ×5		
Level 3→4 Enhancement Materials: Fire Lizalfos Horn ×5, Fire Lizalfos Tail ×10, Ruby ×5		

◇ Acquisition Method

Purchase it for 1000 Rupees at the armor shop in Rito Village.

Flamebreaker Set

▶Evaluation

Essential equipment for exploring volcanic areas on the surface and in the Depths. Flame Guard reaches a maximum of level 2. Even with the Vah Rudania Divine Helm, you'll still need to spend at least 700 Rupees to buy th e Flamebreaker Armor to reach level 2. This is particularly unfriendly for play ers who head straight to Goron City. After upgrading this set to level 2, equi pping the full set grants Flameproof, making you immune to fire.

Flamebreaker Helm		
Initial Defense: 3	Max Defense: 20	Special Effect: Flame Guard Level 1
0→1 Enhancement Material: Moblin Horn ×3		
1→2 Enhancement Material: Moblin Fang ×5, Fireproof Lizard ×5		
2→3 Enhancement Material: Blue Moblin Horn ×5, Fireproof Darner ×3, Flint ×15| 3		
→4 Enhancement Material: Black Moblin Horn ×5, Fireproof Darner ×5, Flint ×30		

How to Obtain

Purchase it for 1400 Rupees at the armor shop in Goron City.

Flamebreaker Armor		
Initial Defense: 3	Max Defense: 20	Special effect: Flame Guard
0→Level 1 Enhancement Material: Moblin Horn ×31→Level 2 Enhancement Material: Moblin Fang ×5, Fireproof Lizard ×5| Level 2→Level 3 Enhancement Material: Blue Moblin Horn ×5, Fireproof Darner ×3, Flint ×153→Level 4 Enhancement Material: Black Moblin Horn ×5, Fireproof Darner ×5, Flint ×30◇How to Obtain		

Purchase from the armor shop in Goron City for 700 Rupees.

Flamebreaker Boots		
Initial Defense: 3	Max Defense: 20	Special Effect: Flame Guard Level 1
10→Level 1 Enhancement Material: Moblin Horn ×3		
Level 1→2 Enhancement Materials: Moblin Fang ×5, Fireproof Lizard ×5		
Level 2→3 Enhancement Materials: Blue Moblin Horn ×5, Fireproof Darner ×3, Flint ×15		
Level 3→4 Enhancement Materials: Black Moblin Horn ×5, Fireproof Darner ×5, Flint ×30		

◇ Acquisition Method

Purchase from the armor shop in Goron City for 1200 Rupees.

Zora Armor

◆Evaluation

A suit specifically for swimming. Although it's not used often, it's good to have just in case. The Zora Armor's waterfall climbing ability is especially practical and frequently used, even when adventuring in the sky. When this set is upgraded to level 2, equipping the full set grants the Swim Speed Up effect, which reduces the stamina consumed when pressing X while swimming, making swimming more enjoyable.

Zora Helm		
Initial Defense: 3	Max Defense: 20	Special Effect: Swim Speed Up (Level 1), allows spin attacks while swimming
10 → Level 1 Enhancement Material: Lizalfos Horn ×3		
Level 1 → Level 2 Enhancement Material: Lizalfos Claw ×5, Hyrule Bass ×5		
Level 2→3 Enhancement Materials: Blue Lizalfos Horn ×5, Lizalfos Tail ×3, Hyrule Bass ×3		
Level 3→4 Enhancement Materials: Black Lizalfos Horn ×5, Blue Lizalfos Tail ×5, Opal ×20		

◇ Acquisition Method

Go to Floating Scales Island in the Sky (you can reach it by climbing the waterfall from Mipha Court on the surface). At the point where the fish tail and belly connect, look down to see a small cave. Inside, you'll find the chest containing the Zora Helm.

Zora Armor		
Initial Defense: 3	Max Defense: 20	Special Effect: Swim speed increased by 1 level, allows climbing waterfalls
10 → Level 1 Enhancement Material: Lizalfos Horn ×3		
Level 1 → Level 2 Enhancement Material: Lizalfos Claw ×5, Hyrule Bass ×5		
Level 2 → Level 3 Enhancement Material: Blue Lizalfos Horn ×5, Lizalfos Tail ×3, Hearty Bass ×3		
Level 3 → Level 4 Enhancement Material: Black Lizalfos Horn ×5, Blue Lizalfos Tail ×5, Opal ×20		

◇ Acquisition Method

Complete the main story challenge "Restoring the Zora Armor" triggered by Yuna in Zora's Domain.

Zora Greaves		
Initial Defense: 3	Max Defense: 20	Special Effect: Swim Speed Up (Level 1)
10 Level 1 Enhancement Material: Lizalfos Horn ×3		
Level 1 → Level 2 Enhancement Material: Lizalfos Claw ×5, Hyrule Bass ×5		
2→3 Level Enhancement Material: Blue Lizalfos Horn ×5, Lizalfos Tail ×3, Hyrule Bass ×3		
3→4 Level Enhancement Material: Black Lizalfos Horn ×5, Blue Lizalfos Tail ×5, Opal ×20		

◇ Acquisition Method

After completing the main story challenge "Sidon of the Zora," head to the East Reservoir Lake southeast of Zora's Domain. Enter from the whirlpool and return to the Ancient Zora Waterworks. The water here has disappeared, revealing a downward pit. Jump in, and behind a waterfall, you'll find the chest containing the Zora Greaves. Be aware of the Stone Talus in front of the large waterfall.

Desert Voe Set

▶Evaluation

An essential heat-resistant protective set for desert regions, but this time it's not a dress. Heat resistance has a maximum of 2 levels, but generally, level 1 is sufficient. When this set is upgraded to level 2, equipping the entire set grants a reduction in paralysis damage.

Desert Voe Headband		
Initial Defense: 3	Max Defense: 20	Special Effect: Heat Resistance Level 1
10 → Level 1 Enhancement Material: White Chuchu Jelly ×3		
Level 1 → Level 2 Enhancement Material: White Chuchu Jelly ×5, Cool Safflina ×3		
Level 2→3 Enhancement Materials: Ice Keese Wing ×5, Ice Lizalfos Tail ×3, Cool Safflina ×5		
Level 3→4 Enhancement Materials: Ice Lizalfos Horn ×5, Ice Lizalfos Tail ×10, Sapphire ×5		

▶How to Obtain

Buy it at the armor shop in Kara Kara Bazaar for 450 Rupees.

Desert Voe Spaulder		
Initial Defense: 3	Max Defense: 20	Special Effect: Heat Resistance Level 1
0→1 Enhancement Materials: White Chuchu Jelly ×3		
1→2 Enhancement Materials: White Chuchu Jelly ×5, Cool Safflina ×3		
Level 2→3 Enhancement Materials: Ice Keese Wing ×5, Ice Lizalfos Tail ×3, Cool Safflina ×5		
Level 3→4 Enhancement Materials: Ice Lizalfos Horn ×5, Ice Lizalfos Tail ×10, Sapphire ×5		

◇ Acquisition Method

Purchased for 1300 Rupees at the Secret Club in Gerudo Town.

Desert Voe Trousers		
Initial Defense: 3	Max Defense: 20	Special Effect: Heat Resistance Level 1
0→1 Enhancement Materials: White Chuchu Jelly ×3		
1→2 Enhancement Materials: White Chuchu Jelly ×5, Cool Safflina ×3		
Level 2→3 Enhancement Materials: Ice Keese Wing ×5, Ice Lizalfos Tail ×3, Cool Safflina ×5		
Level 3→4 Enhancement Materials: Ice Lizalfos Horn ×5, Ice Lizalfos Tail ×10, Sapphire ×5		

◆ How to Obtain

Purchase it for 650 Rupees at the Secret Club in Gerudo Town.

TIPS: How to Enter the Secret Club

First, follow the main road to enter the eastern gate of Gerudo Town. On the left, you'll see a hole you can jump into (circled in the image below). Jump in and break through the piles of rocks along the way. After reaching the land in front of the pool, use Ascend to enter the Secret Club. Here, you can buy the Heat-Resistant Trousers, Heat-Resistant Shoulder Guard, as well as Sand Boots and Snow Boots. Before leaving, remember to break the wooden crates blocking the front door, so you can directly enter from the Secret Club's main entrance in the future.

Rubber Armor Set

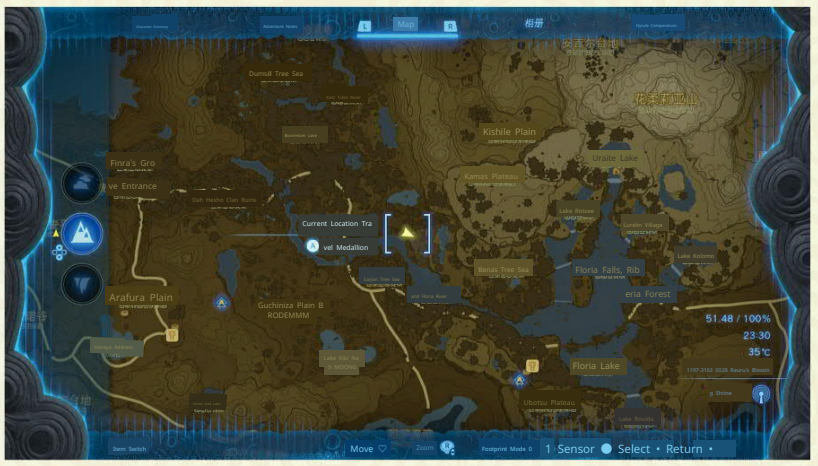
▶Evaluation

This armor is recommended for use in thunderstorms or when fighting lightning-based enemies. Note that the so-called electric shock protection only reduces the duration of paralysis. Only after strengthening this set to level 2 and equipping the entire set can you obtain complete lightning immunity.

Rubber Helm		
Initial Defense: 3	Max Defense: 20	Special Effect: Shock Resistance Lv.
1 10 → Lv. 1 Enhancement Materials: Horriblin Horn x 1, Yellow Chuchu Jelly x 3		
1 → Lv. 2 Enhancement Materials: Yellow Chuchu Jelly x 8, Zapshroom x 5		
Level 2→3 Enhancement Materials: Zapshroom ×5, Electric Lizalfos Tail ×5, Electric Safflina ×8		
Level 3→4 Enhancement Materials: Electric Lizalfos Horn ×5, Topaz ×5, Electric Lizalfos Tail ×8		

◇ Acquisition Method

Go to the Sarjon Woods Cave, located north of Lakeside Stable. The entrance is blocked by vines. Inside this cave, there is an underground river. It is recommended to create ice blocks and stand on them, then go downstream. Cut open any vines blocking the way. Players who find it slow can continue to create ice, but it will consume more materials or weapon durability. Upon reaching the waterfall, you will see a Blupee. After diving down the waterfall, you will find the chest containing the Rubber Helm.



Rubber Tights		
Initial Defense: 3	Max Defense: 20	Special effect: Shock Resistance Level 1
0→Level 1 Enhancement Materials: Electric Lizalfos Horn x1, Yellow Chuchu Jelly x3		
1 → Lv. 2 Enhancement Materials: Yellow Chuchu Jelly x 8, Zapshroom x 5		
Level 2→3 Enhancement Materials: Zapshroom x5, Electric Lizalfos Tail x5, Electric Safflina x8		
Level 3→4 Enhancement Materials: Electric Lizalfos Horn ×5, Topaz ×5, Electric Lizalfos Tail ×8		

◇ Acquisition Method

Head to the Grassy Highlands Cave, located east of the Hyrule Field Skyview Tower and north of the Teniten Shrine. The entrance to this cave is blocked by a pile of rocks. After entering the cave, cut the two vines and go to the lower level. Then, use Ascend to reach the high platform and continue forward until you see an Electric Like. Blast the pile of rocks behind the Electric Like, climb up, and you'll see the chest containing the Rubber Tights. By the way, the chest's location is directly below the Teniten Shrine.

Rubber Tights		
Initial Defense: 3	Max Defense: 20	Special effect: Shock Resistance Level 1

|0→Level 1 Enhancement Materials: Electric Lizalfos Horn x1, Yellow Chuchu Jelly x3

| 1→ Level 2 Enhancement Materials: Yellow Chuchu Jelly x8, Zapfruit x5

|2→3 Enhancement Materials: Zapshroom x5, Electric Lizalfos Tail x5, Electric Safflina x8

|3→4 Enhancement Materials: Electric Lizalfos Horn x5, Topaz x5, Electric Lizalfos Tail x8 ▶ Acqui

sition Method

Go to the Horon Lagoon Cave, located west of Dragon Tear #9. The entrance is a large hole in the ground. Jump into the hole and head south to find a large body of water. Upon entering this water, you will immediately see a Blupee. Then, swim s outheast along the water, being careful of the spikes underwater. After reaching the central island, destroy the piles of stones on the nearby cliff walls to reveal a branchi ng passage. Inside is the treasure chest containing the Rubber Tights.

Stealth Set

◆Evaluation

The Stealth Set from *Breath of the Wild*. This time, due to the large incr ease in the number of outfits, its usefulness has greatly decreased. The benefit o f increased stealth is mainly that it allows you to better ambush enemies and ca pture creatures such as insects and fairies. Compared to other sets, the Stealth S et has lower defense, so it is not recommended for direct combat. After upgradin g this set to level 2, equipping the full set will grant you increased movement sp eed at night. Note that you can purchase this set without completing the mini-ch allenge "A Bottled Crisis," but the price is exorbitant.

Stealth Mask		
Initial Defense: 2 | 0→	Maximum Defense: 16	Special Effect: Stealth Up Lv. 1

1 Level Enhancement Materials: Stealth Grass x

3 | 1→2 Level Enhancement Materials: Stealth Grass x5, Silent Firefly x5 |

2→3 Level Enhancement Materials: Silent Shroom x8, Sneaky River Snail x5, Sticky Frog x5 | 3→4

Level Enhancement Materials: Stealthfin Trout x10, Silent Princess x5, Sundelion x10

◇ Acquisition Method

After completing the mini-challenge "Gloom-Borne Illness," purchase it for 500 Rupees at the armor shop in Kaka riko Village.

Stealth Tights		
Initial Defense: 210 → Level 1 Enhancement	Maximum Defense: 16	Special Effect: Stealth Up Lv. 1

Materials: Stealth Grass x3 | 1→ Level 2 Enhanceme nt Materials: Stealth Grass x5, Silent Firefly x5 | 2→ Level 3 Enhancement Materials: Silent Shroom x8, St ealth Escargot x5, Sticky Frog x5 | 3→ Level 4 Enha ncement Materials: Stealth Trout x10, Silent Princes s x5, Sundelion x10 ▶ Acquisition Method

Purchase from the armor shop in Kakariko Village for 700 Rupees after completing the mini-challenge 'Gloom-Bor ne Illness'.

Stealth Tights		
Initial Defense: 2	Maximum Defense: 16	Special Effect: Stealth Up Lv. 1

|Level 0→1 Enhancement Materials: Stealth G

rass x3 | Level 1→2 Enhancement Materials: Stealth Grass x5, Silent Fi

refly x5 | Level 2→3 Enhancement Materials: Stealth Mushroom x8, Stealth Snail x5, Sticky Frog

x5 | Level 3→4 Enhancement Materials: Stealth Trout x10, Silent Princess x5, Sundelion x10

◇ Acquisition Method

Available for purchase at the armor shop in Kakariko Village for 600 Rupees after completing the mini-challenge "A Secret Makes a Man N ervous."

Climbing Set

◆Evaluation

As one of the most practical outfits in "Breath of the Wild," it s utility has decreased somewhat due to the abundance of vehicles this time around, but it's still useful. After upgrading this set to lev el 2, equipping the full set grants the effect of sustained climbing j ump stamina, which reduces the stamina consumed when pressing the X button while climbing, making climbing more enjoyable.

Climbing Headband		
Initial Defense: 3	Max Defense: 20	Special Effect: Climbing Speed Increased by 1 Level

|0 Level 1 Enhancement Materials: Bat Wing ×3, Rushroom ×3

| Level 1→2 Enhancement Materials: Keese Wing ×5, Swift Lizard ×5

| Level 2→3 Enhancement Materials: Ice Keese Wing ×8, Swift Frog ×10

| Level 3→4 Enhancement Materials: Fire Keese Wing ×10, Swift Violet ×20

◇ Acquisition Method

Head to the cave in the Thunder Plateau mountain belly, located east of Zora's Domain. It's very slippery here, making it difficult to climb. After entering, swim to the end first, then get ashore and start creating ice platforms. This will allow you to use Ascend to directly reach the upper level. Once you're on the upp er level, take a look around and you'll see a treasure chest containing the Climbing Bandana.

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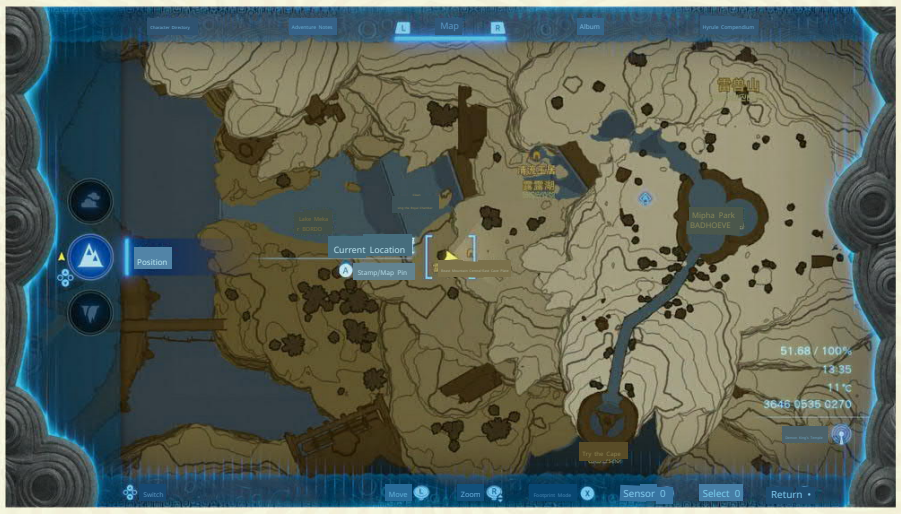
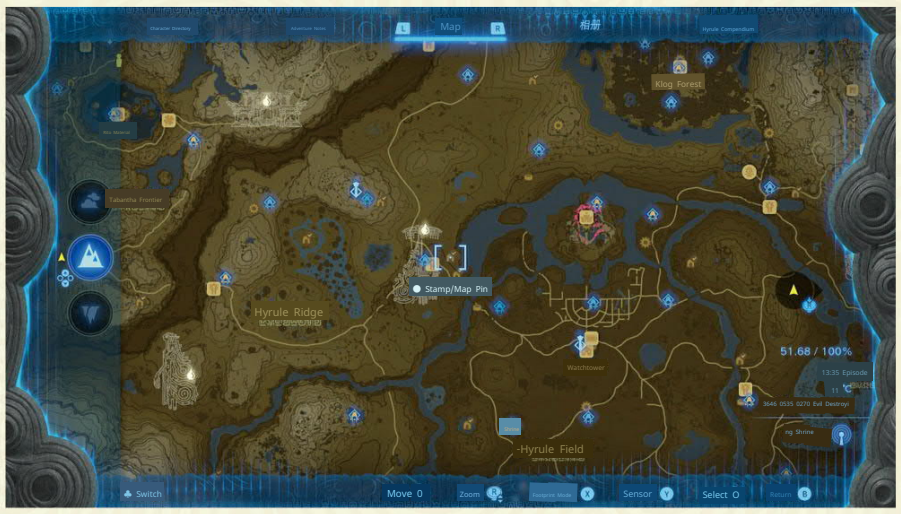


Climbing Gloves		
Initial Defense: 3	Max Defense: 20	Special Effect: Climbing Speed Increased by 1 Level
10 → Level 1 Enhancement Materials: Bat Wing x3, Rushroom x3		
Level 1 → Level 2 Enhancement Materials: Electric Lizalfos Wing x5, Swift Lizard x5		
Level 2 → Level 3 Enhancement Materials: Ice Keese Wing x8, Swift Frog x10		
Lv3→4 Enhancement Materials: 10 Fire Keese Wings, 20 Swift Violets		

◇ Acquisition Method

Head to the cave in the North Hyrule Plain, east of the New Serenne Stable. The cave entrance is a small hole in the ground, easily missed. After jumping in, you'll see a Blupee. Ahead, there's a small waterfall; behind it, there's a treasure chest containing the Climbing Gear.



Climbing Boots		
Initial Defense: 3	Max Defense: 20	Special Effect: Climbing Speed Increased by 1 Level
0→1 Level Upgrade Materials: Bat Wing ×3, Rushroom ×3		
Level 1 → Level 2 Enhancement Materials: Electric Lizalfos Wing x5, Swift Lizard x5		
Level 2→3 Enhancement Materials: Ice Keese Wing ×8, Swift Frog ×10		
Level 3→4 Enhancement Materials: Fire Keese Wing ×10, Swift Violet ×20		

◇ Acquisition Method

Go to the Zora Plateau shortcut, south of Zora Plateau Skyview Tower. After entering the cave, swim across the small lake to the other side, where you'll find a Stone Talus. Continue forward to reach some ruins. There's a water gate here; use Ultrahand to lift the water gate, which will lower the water level. This allows you to enter a hidden room near the water gate, where the chest containing the Climbing Boots is located.

Barbarian Armor Set

▶Evaluation

Most players favor high attack power, making the Barbarian Armor a popular choice due to its excellent performance. The Barbarian Armor and Fierce Deity Armor are the most versatile combat armors in the game, offering identical performance but requiring different enhancement materials. Players can choose either set based on their preference. When upgraded to level 2, equipping the full set grants a charge attack stamina bonus, which is very practical for two-handed swords.

Barbarian Helm		
Initial Defense: 3	Max Defense: 20	Special Effect: Attack Power Up (Level 1)
10→Level 1 Enhancement Materials: Bokoblin Guts ×3		
Level 1→2 Enhancement Materials: Lynel Bladehorn ×2, Lynel Mace Horn ×2, Razorclaw Shroom ×5		
Level 2→3 Enhancement Materials: Blue-Maned Lynel Bladehorn ×3, Blue-Maned Lynel Mace Horn ×3, Razorclaw Crab ×3		
Level 3→4 Enhancement Materials: White-Maned Lynel Bladehorn ×3, White-Maned Lynel Mace Horn ×3, Razorclaw Beetle ×3		

◇ Acquisition Method

Head to the cave in the Braid Plateau, southeast of Kakariko Village. Inside, you'll find many stone statues. Proceed in the direction the statues are facing until you reach an area with many Bokoblins and a pile of large boulders on the ground. Blast the boulders and jump down, continuing forward until you reach a place with three groups of statues: one group of five, one group of one, and one group of three. Stand in front of the group of three statues and use Ascend to find the chest containing the Barbarian Helm. As a side note, after obtaining the chest, use Ascend again in front of the statues to find a Blupee.

Barbarian Armor		
Initial Defense: 3	Max Defense: 20	Special Effect: Attack Power Up (Level 1)
10→Level 1 Enhancement Materials: Bokoblin Guts ×3		
Level 1→2 Enhancement Materials: Lynel Bladehorn ×2, Lynel碎角 ×2, Big Hearty Truffle ×5		
Level 2→3 Enhancement Materials: Blue-Maned Lynel Saber Horn x3, Blue-Maned Lynel碎角 x3, Great Sword Crab x3; Leve		
l 3→4 Enhancement Materials: White-Maned Lynel Saber Horn x3, White-Maned Lynel碎角 x3, Great Sword Beetle x3		

How to Obtain

Head to the cave on Gergel Hill, east of Hyrule Castle. This cave has a large number of lumi nous stones, so you can come back repeatedly to farm them if needed. Deep inside, you'll see larg e chunks of luminous stone ore on the mountain walls. A Blupee is also in this area, and a Stone Talus is hidden in the central puddle. After blasting one of the ore deposits, a branching passage will be revealed. Climb up, and you'll quickly see a treasure chest containing the Barbarian Armor.

Barbarian Legwraps		
Initial Defense: 3	Max Defense: 20	Special Effect: Attack Power Up (Level 1)
10→Level 1 Enhancement Materials: Bokoblin Guts ×3		
Level 1→2 Enhancement Materials: Lynel Bladehorn ×2, Lynel Mace Horn ×2, Razorclaw Shroom ×5		
Level 2→3 Enhancement Materials: Blue-Maned Lynel Bladehorn ×3, Blue-Maned Lynel Mace Horn ×3, Razorclaw Crab ×3		
Level 3→4 Enhancement Materials: White-Maned Lynel Bladehorn ×3, White-Maned Lynel Mace Horn ×3, Razorclaw Beetle ×3		

◇ Acquisition Method

Go to the Walnut Mountain cave next to the small lake east of the Hateno Ancient Research Institute. This cave has two levels. Go straight from the upper level until you see an Ice Like. Near it, there is a bran ch passage. After entering, you will see a large piece of ice on the altar . Melt it to reveal a treasure chest containing the Barbarian Legwraps.

Radiant Set

▶Evaluation

The special feature of this set is that it displays a pattern resembling a human skeleton in the dark, which looks very eerie. After this set is upgraded t o level 2, equipping the full set grants the disguise and proficiency with bone weapons effect. Disguise means that bone-type enemies will not actively attack Link, and proficiency with bone weapons means that the attack power of bone-type weapons is multiplied by 1.8. This 1.8x bonus can be stacked with other at tack power effects, and the bonus is also stacked on the weapon.

Bone materials are also affected by this effect, so the Radiant Set is very practical. Note that you can purchas e this set without completing the mini-challenge "A Token of Friendship", but the price is exorbitant.

Radiant Mask		
Initial Defense: 3	Max Defense: 20	Special effect: None
10→Level 1 Enhancement Materials: Luminous Stone x10, Bokoblin Liver		
x1 | 1→Level 2 Enhancement Materials: Luminous Stone x15, Moblin Li		
ver x2 | 2→Level 3 Enhancement Materials: Luminous Stone x20, Horriblin Liver x3, Gibdo Bone		
x10 | 3→Level 4 Enhancement Materials: Luminous Stone x30, Lynel Liver x3, Molduga Jawbone x3		

▶How to Obtain

After completing the mini-challenge "Gloom-Borne Illness", purchase it for 800 Rupees at the armor shop in Kakariko Village.

Luminous Tights		
Initial Defense: 3	Max Defense: 20	Special Effect: None
10→Level 1 Enhancement Materials: Luminous Stone x10, Bokoblin Liver x		
1 | 1→Level 2 Enhancement Materials: Luminous Stone x15, Moblin Liver		
x2 | 2→Level 3 Enhancement Materials: Luminous Stone x20, Horriblin Liver x3, Gibdo Bone x10 |		
3→Level 4 Enhancement Materials: Luminous Stone x30, Lynel Liver x3, Molduga Jawbone x3		

◇ Acquisition Method

After completing the mini-challenge "Gloom-Borne Illness", purchase it for 800 Rupees at the armor shop in Kakariko Village.

Radiant Tights		
Initial Defense: 3	Max Defense: 20	Special Effect: None
10 → Level 1 Enhancement Materials: Luminous Stone x10, Bokobli n Guts x1 | Level 1 → Level 2 Enhancement Materials: Luminous Stone x15, Moblin Guts x2 | Level 2 → Level 3 Enhancement Mate rials: Luminous Stone x20, Horriblin Guts x3, Gibdo Bone x10 | Le vel 3 → Level 4 Enhancement Materials: Luminous Stone x30, Lyne l Guts x3, Molduga Jawbone x3 ◇ Acquisition Method		

After completing the mini-challenge "Gloom-Borne Illness", purchase it for 800 Rupees at the armor shop in Kakariko Village.

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Royal Guard Set

▶Evaluation

An early-game obtainable set. Its defense is slightly lower than the Hylian Soldier Set, but when this set is upgraded to level 2, equipping the full set grants a Stamina Up effect for charged attacks. This is better than the un-upgraded Hylian Soldier Set, but the Royal Guard Set is more difficult to upgrade.

Royal Guard Cap

Initial Defense: 4	Max Defense: 24	Special Effect: None

0→1 Level Enhancement Materials: Boss Bokoblin Horn ×3, Bokoblin Guts ×3
1→2 Level Enhancement Materials: Blue Boss Bokoblin Horn ×3, Boss Bokoblin Guts ×3
2→3 Level Enhancement Materials: Black Boss Bokoblin Horn ×3, Hinox Guts ×3
3→4 Level Enhancement Materials: Silver Boss Bokoblin Horn ×3, Molduga Guts ×3, Gleeok Guts ×3

▶How to Obtain

In Hyrule Castle, Zelda's room has a treasure chest behind a folding screen. First, go to the main hall, then exit through the southwest passage. Zelda's room is on the floor below. The Royal Guard's Bow is also in this room.

Royal Guard Uniform

Initial Defense: 4	Max Defense: 24	Special effect: None

10 → Level 1 Enhancement Materials: Boss Bokoblin Horn ×3, Bokoblin Guts ×3
Level 1→2 Enhancement Materials: Blue Boss Bokoblin Horn ×3, Boss Bokoblin Liver ×3
Level 2→3 Enhancement Materials: Black Boss Bokoblin Horn ×3, Hinox Liver ×3
3 → Level 4 Enhancement Materials: Silver Boss Bokoblin Horn ×3, Molduga Guts ×3, Gleeok Guts ×3

◇ Acquisition Method

The treasure chest is on the second floor of the training grounds in Hyrule Castle on the surface. You can enter from the south gate of the Three Sanctuaries, use Ultrahand to pull up the two doors, and take the left path at both subsequent forks to reach the training grounds.

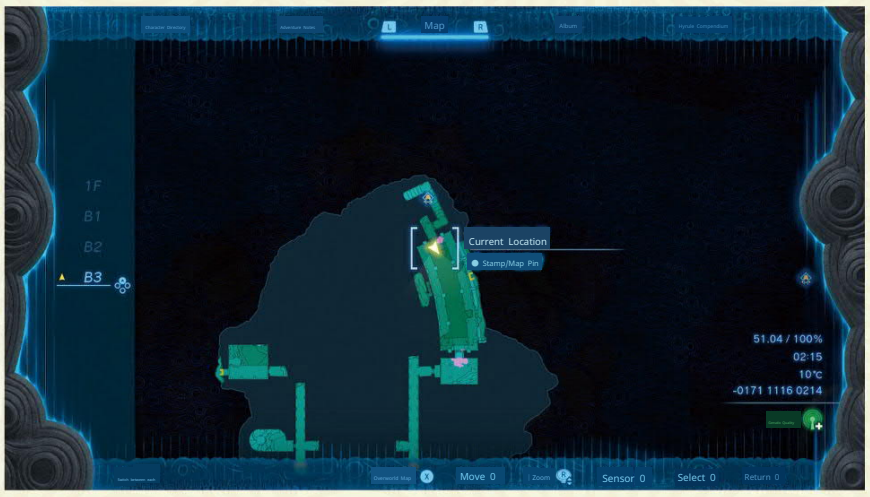
Royal Guard Boots

Initial Defense: 4	Max Defense: 24	Special effect: None

0→1 Level Enhancement Materials: Boss Bokoblin Horn ×3, Bokoblin Guts ×3
Level 1→2 Enhancement Materials: Blue Boss Bokoblin Horn ×3, Boss Bokoblin Liver ×3
Level 2→3 Enhancement Materials: Black Boss Bokoblin Horn ×3, Hinox Liver ×3
Level 3→4 Enhancement Materials: Silver Boss Bokoblin Horn ×3, Molduga Guts ×3, Gleeok Guts ×3

◇ Acquisition Method

A treasure chest located in the King's Study within Hyrule Castle. You can first teleport to the Serutabo Mach Shrine in the northern part of Hyrule Castle, jump down two platforms to the west from the shrine, then enter through the door and go to the end to find the library. Standing on the floor of the library and looking back, you can see a door that can be opened, and the small room inside is the King's Study.



Frog Suit

▶Evaluation

When climbing in rainy or damp areas, Link will occasionally slip, especially after jump-climbing. In this game, due to the increased number of water-filled caves, slipping is hard to avoid. The Frog Suit's effect reduces slipping, meaning you can climb a few more steps before slipping, but it doesn't completely prevent it. You can gain complete slip-proof effect only after enhancing this suit to Level 2 and equipping the full set. Although its utility is considerable, acquiring it is not easy. See page 56 of the Side Adventure "Investigate the Truth! The Rumored Princess Zelda!!" for details.

Froggy Hood		
Initial Defense: 3	Max Defense: 20	Special Effect: Slip Resistance Level 1
10 → Level 1 Enhancement Material: Sticky Lizard x3		
| Level 1 → Level 2 Enhancement Material: Horriblin Horn x5, Sticky Lizard x5		
| Level 2 → Level 3 Enhancement Material: Blue Horriblin Horn x5, Sticky Frog x5		
| Level 3→4 Enhancement Materials: Black Horriblin Horn x5, Horriblin Liver x10, Opal x10		

◆How to Obtain

Reward for completing the main quest "Investigate the Truth! The Rumored Princess Zelda!!" and all 12 related side quests.

Frog's Hand Armor		
Initial Defense: 3	Max Defense: 20	Special Effect: Slip Resistance Level 1
10 → Level 1 Enhancement Material: Sticky Lizard x3		
| Level 1 → Level 2 Enhancement Material: Horriblin Horn x5, Sticky Lizard x5		
| Level 2 → Level 3 Enhancement Material: Blue Horriblin Horn x5, Sticky Frog x5		
Level 3→4 Enhancement Materials: Black Horriblin Horn ×5, Horriblin Liver ×10, Opal ×10		

◇ Acquisition Method

Reward after completing 4 related main quests after starting the main quest "Investigate the Truth! The Rumored Princess Zelda!!".

Frog Greaves		
Initial Defense: 3	Max Defense: 20	Special Effect: Slip Resistance Level 1
10 → Level 1 Enhancement Material: Sticky Lizard x3		
| Level 1 → Level 2 Enhancement Material: Horriblin Horn x5, Sticky Lizard x5		
|Level 2→3 Enhancement Materials: Blue Horriblin Horn ×5, Sticky Frog ×5		
|Level 3→4 Enhancement Materials: Black Horriblin Horn ×5, Horriblin Liver ×10, Opal ×10 Acqu		

◆isition Method

Reward for completing 9 related side quests after starting the side adventure "Investigate the Truth! The Rumored Princess Zelda!!".

Glide Suit

◆Evaluation

This game introduces the sky world and the dive, a new way to move in the air. It's a faster way to travel than using the paraglider and ignores terrain, making it very useful. The Glide Armor set greatly enhances gliding and diving maneuverability, and upgrading the entire set to level 2 grants immunity to fall damage. In other words, you can land from any height in any pose without taking any damage, which makes the Glide Armor set extremely practical. Since the Glide Armor set's defense is relatively low, upgrading it to level 2 to unlock the set bonus is sufficient.

Glide Mask		
Initial Defense: 2	Maximum Defense: 16	Special Effect: Increases diving mobility by 1 level
0→ Level 1 Enhancement Material: Bat Wing ×3		
| Level 1→2 Enhancement Material: Keese Eyeball ×6, Bat Wing ×5		
| Level 2→3 Enhancement Material: Keese Wing ×6, Keese Eyeball ×8		
| Level 3→4 Enhancement Materials: Gleeok Wing x12, Keese Wing x10, Gibdo Wing x8		

◇ Acquisition Method

On the Great Island of Courage in the South Lanayru Sky Archipelago, complete the Dive Ceremony. It is recommended to unlock the Sihaog Highroad Shrine first. To unlock this shrine, you need to reach the highest island in the South Lanayru Sky Archipelago. Start from the Mount Lanayru Skyview Tower, noting that the temperature here is very low. After reaching the nearest sky island, use a hot air balloon and the Ascend ability to go all the way up, which will take a very long time to reach the highest point. After arriving at the highest sky island, investigate the terminal to trigger a challenge: falling from a high altitude and continuously passing through green rings. Success will unlock the Sihaog Highroad Shrine. Talk to the Steward Construct next to the Sihaog Highroad Shrine to start the Dive Ceremony. If you can complete it within 35 seconds, you will receive the Glide Mask; within 25 seconds, you will receive a Large Zonai Charge. You can continue to challenge repeatedly, and if you can break the record, you can continue to receive Large Zonai Charges.

Glide Suit		
Initial Defense: 2	Maximum Defense: 16	Special Effect: Increases diving mobility by 1 level
|0→1 Enhancement Material: Bat Wing x3		
| Level 1→2 Enhancement Materials: Keese Eyeball ×6, Bat Wing ×5		
| Level 2→3 Enhancement Materials: Aerocuda Wing ×6, Keese Eyeball		
×8 | Level 3→4 Enhancement Materials: Gleeok Wing ×12, Aerocuda Wing ×10, Gibdo Wing ×8		

▶How to Obtain

Complete the Dive Ceremony on Valor Island, located in the western Central Hyrule Sky. It is recommended to launch from the Rabella Wetlands Skyview Tower and fly southwest to reach Valor Island. Investigating the terminal will trigger a challenge where you must fall from a high altitude and pass through green rings. Success unlocks the Taunhiy Shrine. Talk to the Steward Construct near the shrine to participate in the Dive Ceremony. Completing it in 35 seconds rewards the Glide Shirt; completing it in 20 seconds rewards a Large Zonai Charge. You can repeatedly challenge it, and refreshing the record will continue to grant Large Zonai Charges.

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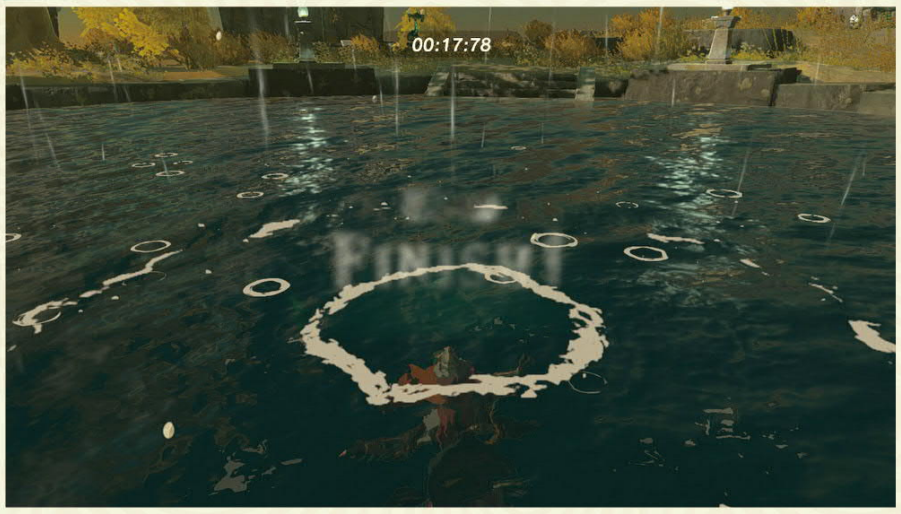


Glide Tights

Initial Defense: 2	Maximum Defense: 16	Special Effect: Increases diving mobility by 1 level

10→1st level upgrade material: Bat Wing ×3

Level 1→2 Enhancement Materials: Keese Eyeball ×6, Bat Wing ×5

Level 2→3 Enhancement Materials: Aerocuda Wing ×6, Keese Eyeball ×8

Level 3→4 Enhancement Materials: Gleeok Wing x12, Keese Wing x10, Gibdo Wing x8

◇ Acquisition Method

Complete the Dive Ceremony on the Bravery Island in the North Hyrule Sky Archipelago. It is recommended to unlock the Simosiwak Shrine first. To unlock this shrine, you need to go to the highest island in the North Hyrule Sky Archipelago. To get there, you can start from the Deibu Land Ruins Skyview Tower and go to the nearest sky island. Then, build an aircraft and fly directly upwards; it will take some time to reach the highest point. Once you arrive at the destination, you will find a terminal that can be investigated. It is recommended to save the game here first. After activating the terminal, a green ring will appear in the distance. The next thing to do is jump into the green ring and then pass through the successively appearing new green rings. There is no time limit for this mini-game, so don't rush. After success, the Simosiwak Shrine will be unlocked. Talk to the Steward Construct next to the Simosiwak Shrine to start the Dive Ceremony. If you can clear it within 35 seconds, you can get the Glide Tights; if you can clear it within 25 seconds, you can get a Large Zonai Charge. You can continue to challenge repeatedly, and if you can break the record, you can continue to get Large Zonai Charges.

Dark Armor Set

◆Evaluation

At first glance, the Dark Armor Set seems powerful, offering protection against Gloom. However, the so-called 'Gloom Protection Level 1' simply adds one extra heart. When Link is affected by Gloom, it will affect this heart first, and this heart can recover to normal over time. When the full set is equipped, it's essentially like having 3 recoverable hearts. Upgrading the full set to Level 2 grants an additional heart, totaling 4 recoverable hearts. While not entirely useless, considering the need for upgrades, it's not really recommended.

For details about the Demon Statue, please refer to the Main Quest "A Call from the Depths" on page 67.

Dark Hood

Initial Defense: 3	Max Defense: 20	Special Effect: Gloom Resistance Level 1

10→1st level upgrade material: Dark Firefly ×3

Level 1→2 Enhancement Materials: Evermean Gleeok Fang ×3, Dark Clump ×5

Level 2→3 Enhancement Materials: Obsidian Gleeok Fang ×3, Zonaite ×20, Evermean Gleeok Talon ×3

Level 3→4 Enhancement Materials: Frost Gleeok Fang ×5, Large Zonaite ×10, Evermean Gleeok Guts ×3

◇ Acquisition Method

Exchange for 300 Poes at the Bargainer Statue.

Dark Armor

Initial Defense: 3	Max Defense: 20	Special Effect: Gloom Resistance Level 1

10→1st Level Enhancement Material: Dark Firefly ×3

Level 1→2 Enhancement Materials: Evermean Gleeok Fang ×3, Dark Clump ×5

2→3 Level Enhancement Material: Obsidian Frox Fang ×3, Zonaite ×20, Frox Claw ×3 | 3→4 Level Enhancement Material: White-Maned Frox Fang ×5, Large Zonaite ×10, Frox Guts ×3

◇ Acquisition Method

Exchange for 150 Poes at the Bargainer Statue.

Dark Tights

Initial Defense: 3	Max Defense: 20	Special Effect: Gloom Resistance Level 1

10→1st level upgrade material: Dark Firefly ×3

Level 1→2 Enhancement Materials: Evermean Gleeok Fang ×3, Dark Clump ×5

Level 2→3 Enhancement Materials: Obsidian Frox Fang x3, Zonanium x20, Frox Claw x3

Level 3→4 Enhancement Materials: White Frox Fang x5, Large Zonanium x10, Frox Guts x3

◇ Acquisition Method

Exchange for 200 Poes at the Bargainer Statue.

Mining Set

◆Evaluation

The Mining Set features a built-in glowing effect, illuminating a small area when walking in the underground world. However, even with the complete set, the illumination range is quite small, far inferior to Brightbloom Seeds. After upgrading this set to level 2, equipping the full set grants the 'Glow Footprints' effect, which leaves a glowing spot every short distance you walk. Not recommended.

Mining Mask

Initial Defense: 3	Max Defense: 20	Special Effect: Glow Level 1

10 → Level 1 Enhancement Material: Dazzleflower Seed x10

1 → Level 2 Enhancement Material: Dazzleflower Seed x20, Brightcap Mushroom x5

2 → Level 3 Enhancement Material: Giant Dazzleflower Seed x15, Glowing Cave Fish x5, Deep Firefly x10

3 → Level 4 Enhancement Material: Giant Dazzleflower Seed x20, Diamond x3, Large Zonai Charge x10

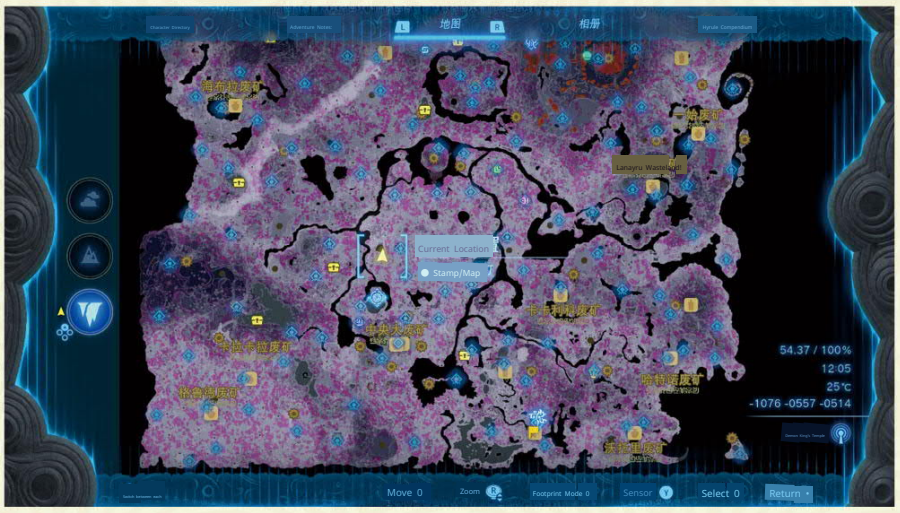
◇ Acquisition Method

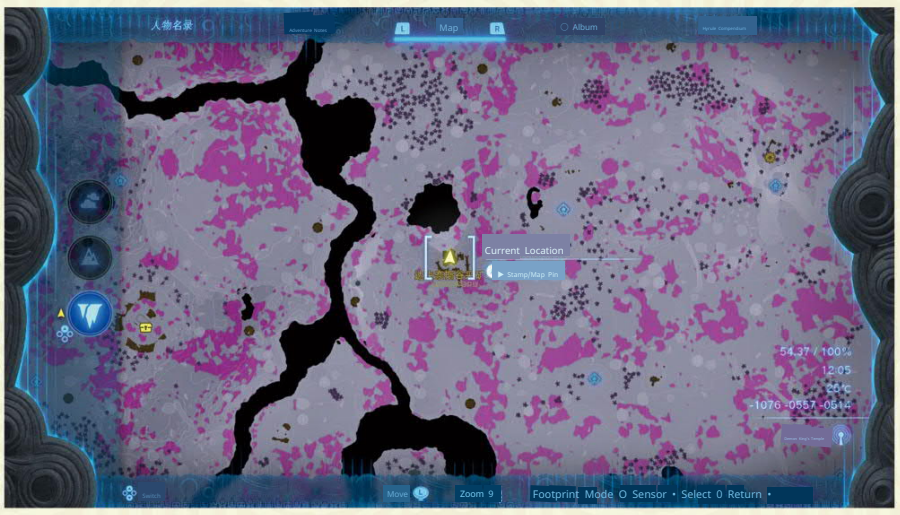
The treasure chest in the Kara Kara Mine Ruins. Enter from the East Gerudo Chasm and head northwest to reach it.

Mining Armor		
Initial Defense: 3	Max Defense: 20	Special Effect: Glow Level 1
10 → Level 1 Enhancement Material: Dazzleflower Seed x10		
| Level 1→2 Enhancement Materials: 20 x Luminous Flower Seeds, 5 x Luminous Mushrooms		
| 2 → Level 3 Enhancement Material: Giant Dazzleflower Seed x15, Glowing Cave Fish x5, Deep Firefly x10 | 3		
→ Level 4 Enhancement Material: Giant Dazzleflower Seed x20, Diamond x3, Large Zonai Charge x10		

▶How to Obtain

Southwest of the Iasus Root, in a treasure chest at the Daphnes Valley Mining Site.

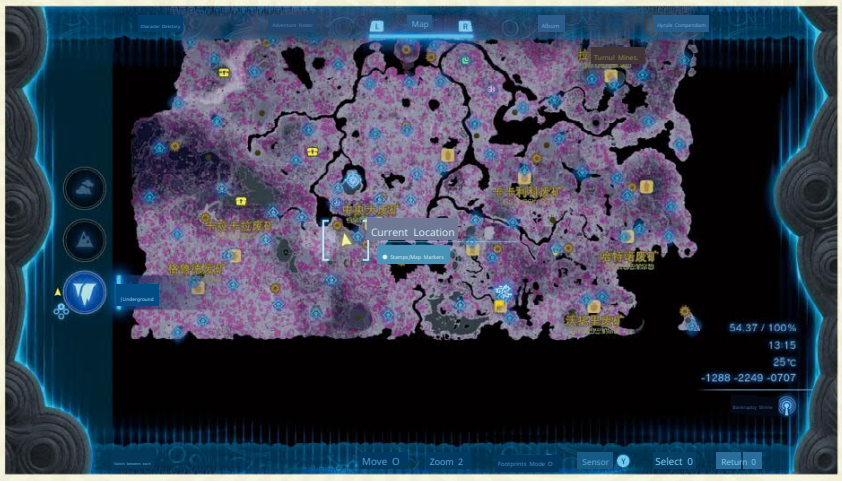


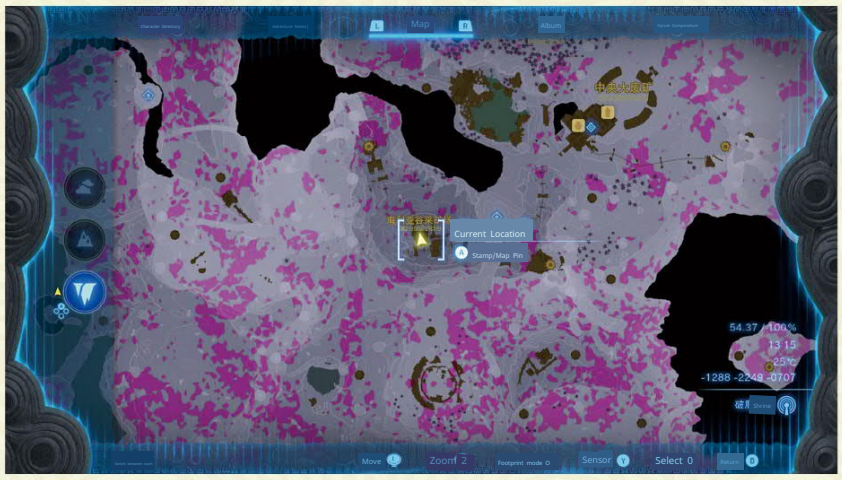


Mining Trousers		
Initial Defense: 3	Max Defense: 20	Special Effect: Glow Level 1
10 → Level 1 Enhancement Material: Dazzleflower Seed x10		
| Level 1→2 Enhancement Materials: 20 x Luminous Flower Seeds, 5 x Luminous Mushrooms		
Level 2→3 Enhancement Materials: Giant Brightbloom Seed ×15, Glowing Cave Fish ×5, Dark Firefly ×10 |		
Level 3→4 Enhancement Materials: Giant Brightbloom Seed ×20, Diamond ×3, Large Zonai Charge ×10		

▶How to Obtain

Treasure chest in the Hylia Valley Mining Site. You can go down from the western abyss of the Great Plateau and use the mine cart t o move forward. Or go southwest from the Central Great Abandoned Mine, light up the Enkroda Root, and then go west.





Fairy Set

◆ Evaluation

The full set has a defense of only 9 and cannot be upgraded. Its effect is a very unique damage-Rupee exchange. Simply put, when Link takes damage while equipped, he won't lose hearts, but Rupees instead. Needless to say, only the ric h who have nowhere to spend their money would consider this. After all, without using glitches, making money in this game is quite difficult. However, the appeara nce of the Fairy Set is quite appealing (especially the headpiece), and it can also b e dyed, so I believe many people will still be willing to use it.

Regarding the Misko's Treasure of Awakening, please refer to the side adventure "The Hunt for Bubbu l Gems!".

Fairy Hood		
Initial Defense: 3	Maximum Defense: Cannot be enhanced	Special Effect: Damage converts to 1 level of Rupees

◇ Acquisition Method

Exchange with Koltin using a Misko's Treasure.

Spirit Garb		
Initial Defense: 3	Maximum Defense: Cannot be enhanced	Special Effect: Damage converts to 1 level of Rupees

◇ Acquisition Method

Exchange with Koltin using a Misko's Treasure.

Tingle's Tights		
Initial Defense: 3	Maximum Defense: Cannot be enhanced	Special Effect: Damage converts to 1 level of Rupees

◇ Acquisition Method

Exchange with Koltin using a Misko's Treasure.

Flamebreaker Set

▶Evaluation

The Flamebreaker Set's effect is that in high-temperature environments, special effects will occur when using charged attacks and specific segments of normal attacks. After enhancing this set to level 2, equipping the full set grants the effect of enhanced charged attacks in high temperatures. However, the Flamebreaker Set itself does not p rovide heat resistance, so if you don't want to suffer mutual damage, you can only use it in conjunction with cooking. This greatly reduces its practicality.

Flame Headgear

Initial Defense: 2	Maximum Defense: 16	Special Effect: Flame Attack Level 1 in High Temperatures

10 → Level 1 Enhancement Material: Fire Fruit ×3

| Level 1 → Level 2 Enhancement Material: Fire Lizalfos Horn ×5, Warm Darner ×5

| Level 2→3 Enhancement Materials: Fire Like Stone x5, Warm Darner x5, Large Zonaite Charge x5

| Level 3→4 Enhancement Materials: Gleeok Flame Horn x5, Sunshroom x10, Large Zonaite Charge x10

◇ Acquisition Method

Treasure chest in the cave south of Yunobo HQ. It is recommended to assemble a device using the readily available materials in the cave.

A four-wheeled vehicle to cross the lava river and obtain the treasure chest.

Flamebreaker Armor

Initial Defense: 2	Maximum Defense: 16	Special Effect: Flame Attack Level 1 in High Temperatures

0→1 Level Upgrade Materials: Fire Fruit ×3

1→2 Level Upgrade Materials: Fire Lizalfos Horn ×5, Warm Darner ×5

| Level 2→3 Enhancement Materials: Fire Like Stone ×5, Warm Darner ×5, Large Zonaite Charge ×5

| Level 3→4 Enhancement Materials: Gleeok Flame Horn x5, Sunshroom x10, Large Zonaite Charge x10

◇ Acquisition Method

Head to the cave at Gorda River, southwest of Goron City. Here, you'll need to use the stone slabs on the lava and the Recall ability to cross the river. If there are no stone slabs, create one using water or ice elemental materials. In a branching passage deep within the cave, you'll find a treasure chest containing the Flamebreaker Armor. By the way, after obtai ning the Flamebreaker Armor, the stone door next to it will open. Investigate the stone tabl et inside to trigger the mini-challenge "Rauru's Treasure: Tunic of Awakening 1."

Flame Pants

Initial Defense: 2	Maximum Defense: 16	Special Effect: Flame Attack Level 1 in High Temperatures

|0→1 Level Upgrade Materials: Fire Fruit ×3

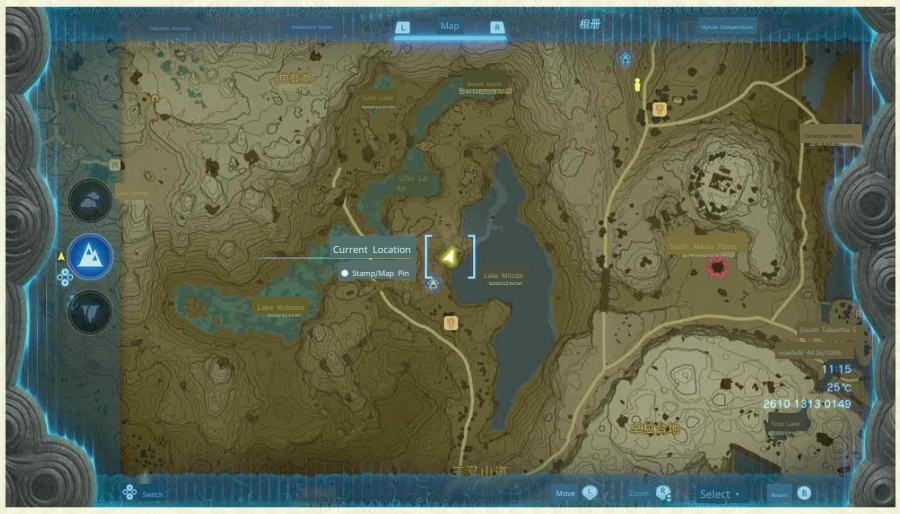
1→2 Level Upgrade Materials: Fire Lizalfos Horn ×5, Warm Darner ×5

2→3 Level Upgrade Materials: Fire Like Stone ×5, Warm Dragonfly ×5, Large Zonai Charge ×5

| Level 3→4 Enhancement Materials: Gleeok Flame Horn ×5, Sunshroom Trout ×10, Large Zonaite Charge ×10

◇ Acquisition Method

North of Foothill Stable, you'll see a pile of bonfires. Beside the bonfires are the brothers Domidak a nd Prissen. After talking to them, feed the dog next to them apples until it happily leads the way. Follow it into the cave, and the dog will point to a treasure chest containing the Flamebreaker Pants.



Thunderclap Armor Set

▶Evaluation

The Thunderclap Armor Set's effect is that special effects appear when using charged attacks and specific segments of normal attacks in thunderstorms. After enhancing this set to level 2, equipping the full set grants the effect of enhanced charged attacks during thunderstorms. It's quite flashy, but the weather restriction means its practicality isn't very high. However, the Thunderclap Armor's half-shoulder design is quite popular with players. The Thunderclap Armor Set is one of the few armors that requires main story progression to obtain. Additionally, the location of the Thunderclap Armor Set is a tall tower with a dragon's head at the top.

Thunder Helm		
Initial Defense: 3	Max Defense: 20	Special Effect: Level 1 Shock Resistance during thunderstorms
10 → Level 1 Enhancement Material: Electric Safflina ×3		
Level 1→2 Enhancement Materials: Electric Lizalfos Horn x5, Shockwing Butterfly x3		
Level 2→3 Enhancement Materials: Electric Like Stone x5, Shockwing Dragonfly x5, Large Zonaite Charge x3		
Level 3→4 Enhancement Materials: Gleeok Thunder Horn x5, Voltfin Trout x10, Large Zonaite Energy x5		

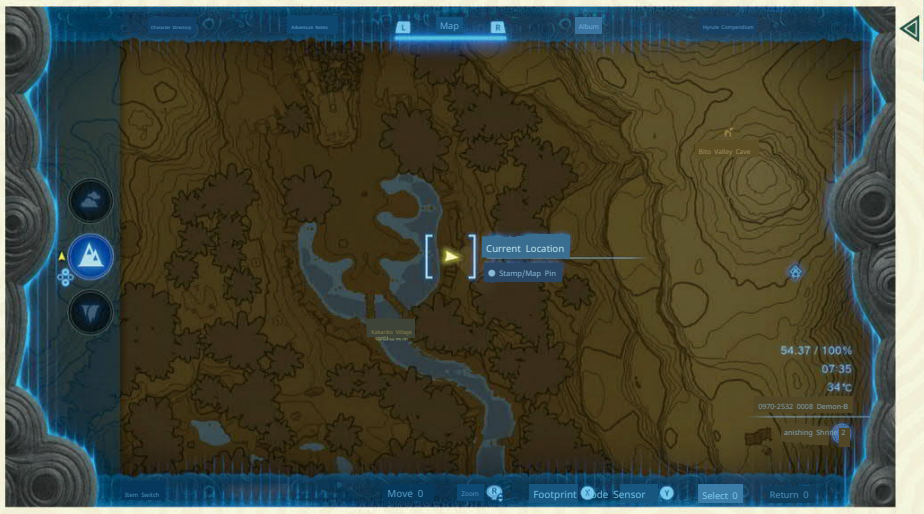
▶How to Obtain

First, obtain the Thunder Armor, then go to the downstream of Kakariko Lake. Follow the river, and where there are two lamps, break the vines blocking the way to enter. The Thunder Helm is in the treasure chest inside.

Thunder Helm		
Initial Defense: 3	Max Defense: 20	Special Effect: Level 1 Shock Resistance during thunderstorms
10 → Level 1 Enhancement Material: Electric Safflina ×3		
Level 1→2 Enhancement Materials: Electric Lizalfos Horn x5, Shockwing Butterfly x3		
2→3 Enhancement Materials: Shock Like Stone x5, Electric Darner x5, Large Zonaite Charge x3		
Level 3→4 Enhancement Materials: Gleeok Thunder Horn x5, Voltfin Trout x10, Large Zonaite Charge x5		

◇ Acquisition Method

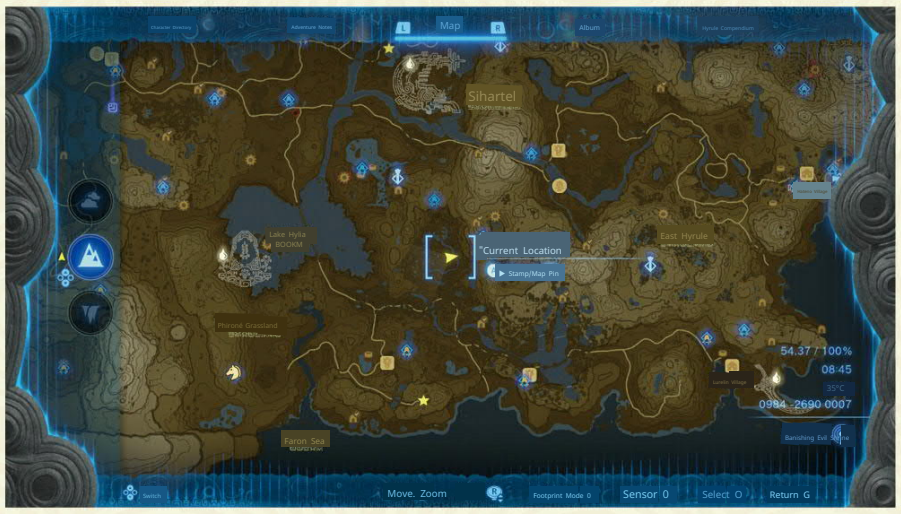
You need to first trigger the main story challenge "The Secret of the Ring Ruins." Following the prompts will lead you to a spire-shaped Zonai ruin near Kazri Lake, where the Thunder Helm is located inside a treasure chest.



Thunder Trousers		
Initial Defense: 3	Max Defense: 20	Special Effect: Level 1 Shock Resistance during thunderstorms
0→1 Level Enhancement Materials: Shock Fruit ×3		
Level 1→2 Enhancement Materials: Electric Lizalfos Horn x5, Shockwing Butterfly x3		
2→3 Level Enhancement Materials: Electric Lizalfos Guts ×5, Thunderwing Butterfly ×5, Large Zonai Charge ×3		
Level 3→4 Enhancement Materials: Gleeok Thunder Horn x5, Voltfin Trout x10, Large Zonaite Energy x5		

◇ Acquisition Method

First, obtain the Thunder Helm, then head to the lower reaches of Lake Hylia. Follow the river, and where there are two lamps, break the rocks blocking the path to enter. The treasure chest inside contains the Thunder Greaves.



System Overview
Main Story Challenges
Plot Challenges
Mini Challenges
Temple Strategies
Krog's Fruit
CHAPTER 7 Database
In-depth Research

Snowquill Set

Evaluation

The Blizzard Armor set grants special effects to charged attacks and certain normal attack sequences in high and low-temperature environments. Upgrading this set to level 2 and equipping the full set provides enhanced charged attacks in cold conditions. However, the Blizzard Armor itself does not offer cold resistance, necessitating the use of food for cold protection to avoid mutual damage, which significantly reduces its practicality. As a side note, the Blizzard Armor's design resembles a cheongsam and exposes a large portion of the back, making it highly popular among a specific demographic.

Blizzard Headgear

Initial Defense: 2	Maximum Defense: 16	Special Effect: Cold Air Attack Level 1 in Low Temperatures

0 → Level 1 Enhancement Material: Cold Safflina x3

Level 1 → Level 2 Enhancement Material: Horriblin Horn (Ice) x5, Cold Darner x5

Level 2 → Level 3 Enhancement Material: Ice Like Stone x5, Cold Dragonfly x5, Large Zonai Charge x5

Level 3 → Level 4 Enhancement Material: Gleeok Frost Horn x5, Cold Trout x10, Large Zonai Charge x10

◇ Acquisition Method

Head to the Ukup Pond Cave, located north of the Carok Bridge Skyview Tower. The cave entrance is by the water. Upon entering, you'll soon reach a place with an updraft. There are branching paths to the north and northeast, with icicles hanging above. We need to go to the northeast branch. After destroying the pile of rocks blocking the way, you'll see a treasure chest containing the Snowstorm Headdress.

Snowquill Set

Initial Defense: 2	Maximum Defense: 16	Special Effect: Cold Air Attack Level 1 in Low Temperatures

0→1 Enhancement Material: Dazzlefruit ×3

Level 1→2 Enhancement Materials: Gibdo Bone x 5, Cool Safflina x 5

Level 2→3 Enhancement Materials: Frost Gleeok Guts x5, Cold Darner x5, Large Zonaite Charge x5

Level 3 → Level 4 Enhancement Material: Gleeok Frost Horn x5, Cold Trout x10, Large Zonai Charge x10

◇ Acquisition Method

Head to the Brightcap Cave east of the Lucky Clover Gazette. This cave is quite deep, but if you follow the main path, you'll find a treasure chest containing the Snowquill Set. There's a ring of thorns in front of the chest, which you'll need to burn away before you can approach it.

Blizzard Pants

Initial Defense: 2	Maximum Defense: 16	Special Effect: Cold Air Attack Level 1 in Low Temperatures

0→1 Enhancement Material: Dazzlefruit ×3

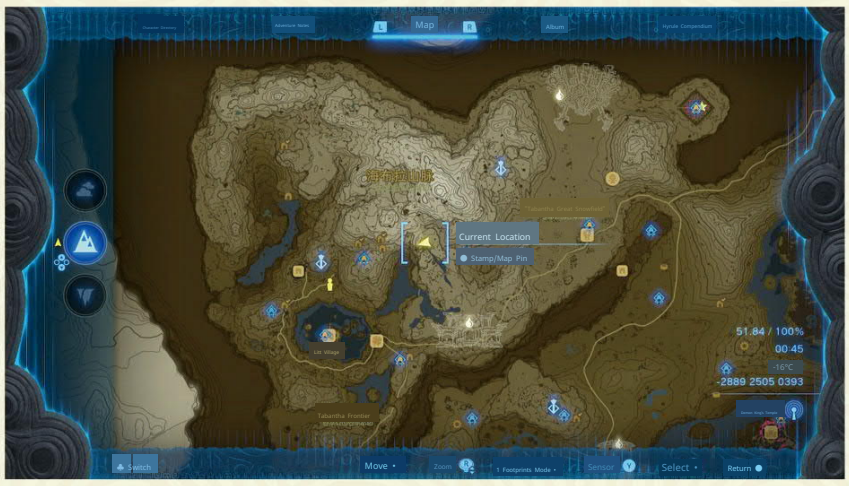
Level 1→2 Enhancement Materials: Gibdo Bone x 5, Cool Safflina x 5

Level 2→3 Enhancement Materials: Frox Fang x 5, Cold Darner x 5, Large Zonai Charge x 5

Level 3→4 Enhancement Materials: Gleeok Ice Horn ×5, Icy Bass x10, Large Zonaite Charge ×10

How to Obtain

Go to the Hebra Headspring Cave, located between the Tsi Tsi Tsuchi Snowfield and the Calgar Ridge Snowfield Skyview Towers. This is the starting point of the Hebra Headspring. After entering the cave, you will see two ice platforms standing in the freezing cold water. Climb onto the ice platform and look north to find a cave containing the chest with the Snowquill Trousers. Since the platform is not high enough, you need to find a way to increase the take-off height, otherwise falling into the icy water is no joke. If you have already obtained Tulin's avatar, you can fly directly across.



Yiga Clan Set

▶Evaluation

The Yiga Clan Set has the lowest defense among upgradable armor, with performance similar to the Stealth Set. Upgrading this set to level 2 grants the same night movement speed bonus when the full set is equipped. However, the hidden effect of the Yiga Clan Set is that it makes Link unrecognizable to Yiga Clan members, allowing you to avoid battles with them and infiltrate Yiga Clan bases to learn Earthwake Technique. See page 68 in the Side Adventure "Infiltrating the Yiga Clan" for details. It should be noted that there are multiple bases where the Yiga Clan Set can be obtained; only one is listed below.

Yiga Mask

Initial Defense: 1	Max Defense: 12	Special Effect: Stealth Up Lv. 1

10 → Tier 1 Enhancement Material: Octorok Eyeball ×2

| Level 1→2 Enhancement Materials: Fire Lizalfos Tail ×3, Puffshroom ×3

| Level 2→3 Enhancement Materials: Ice Lizalfos Tail ×5, Bat Eyeball ×5

| Level 3→4 Enhancement Materials: Electric Lizalfos Tail ×5, Black Hinox Horn ×3, Mighty Bananas ×10

◇ Acquisition Method

East of the Southern Abyss on the Great Plateau, you can find a Yiga Clan base. Enter from the air and knock on the door to encounter two Yiga Clan members. Defeat them and enter the house to rescue an NPC. He will give Link the Yiga Mask as a reward.

Yiga Clan Tights

Initial Defense: 1	Max Defense: 12	Special Effect: Stealth Up Lv. 1

10 → Tier 1 Enhancement Material: Octorok Eyeball ×2

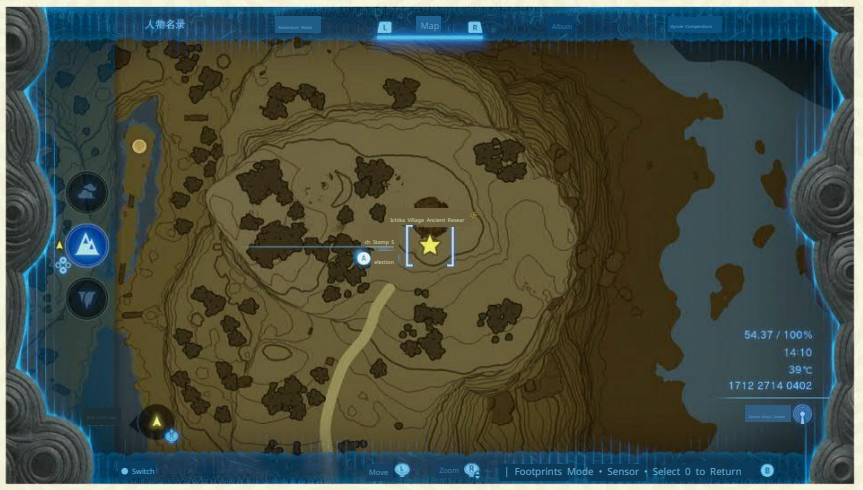
| Level 1→2 Enhancement Materials: Fire Lizalfos Tail ×3, Puffshroom ×3

|2→Level 3 Enhancement Material: Ice Lizalfos Tail x5, Keese Eyeball x5

| Level 3→4 Enhancement Materials: Electric Darner Lizard Warrior's Tail x5, Black Hinox Horn x3, Mighty Bananas x10

◆ How to Obtain

How to Obtain: Head to the Akkala Ancient Tech Lab in the northeastern part of Hyrule, but the lab is occupied by the Yiga Clan. After investigating the lab's door, two Yiga Clan members will come to hunt you down. If your combat strength is insufficient, it is recommended to use Ascend to reach the top of the lab to fight, so that only one enemy will chase you. After defeating him, you can enter the door. Talk to the NPC inside the door to obtain the Yiga Clan Armor. Also, don't miss the Prototype Portable Zonai Device from the treasure chest on the first floor.



Yiga Clan Tights

Initial Defense: 1	Max Defense: 12	Special Effect: Stealth Up Lv. 1

|0→Level 1 Enhancement Material: Octo Eye x2

1→Level 2 Enhancement Material: Fire Lizalfos Tail x3, Puffshroom x3

|2→Level 3 Enhancement Material: Ice Lizalfos Tail x5, Keese Eyeball x5

| Level 3→4 Enhancement Materials: Electric Lizalfos Tail ×5, Black Hinox Horn ×3, Mighty Bananas ×10

◇ Acquisition Method

Head to the Yiga Clan Maritta Branch east of the Kiuyoyoyu Shrine. This is a cave, and the entrance is marked with the Yiga Clan's symbol. A battle will occur in the main hall upon entering. After winning, observe the ceiling of the hall; you'll find a hole above. Use Ascend near the hole to reach a hidden room. Talk to the NPC to obtain the Yiga Tights.

Determine the location of the hidden room based on the hole in the ceiling.

Zonai Set

▶Evaluation

This set, commonly known as the Energy Set, greatly reduces the energy consumption when using Zonai devices. Upgrading this set to level 2 will grant an effect that increases energy recovery speed when the full set is equipped. Needless to say, it's best to equip it when using Zonai devices, especially in the early game when battery capacity is low. If you plan to travel long distances using flying vehicles, equipping this set can save a significant amount of power. Additionally, this set offers decent defense.

Zonai Helm

Initial Defense: 4	Maximum Defense: 28	Special effect: Energy Endurance Level 1

|0 → Level 1 Enhancement Material: Soldier Construct Horn x5

| Level 1→2 Enhancement Materials: Soldier Construct Horn (Medium) ×5, Captain Construct Horn ×5, Zonai Charge ×5

| Level 2→3 Enhancement Materials: Soldier Construct Horn (High) ×5, Captain Construct Horn (Medium) ×5, Large Zonai Charge ×5

| Level 3→4 Enhancement Materials: Soldier Construct Horn (Highest) ×5, Captain Construct Horn (High) ×5, Large Zonai Charge ×10

◇ Acquisition Method

Go to the Isle of Darkness in the Tabantha Sky Archipelago in the sky world. This is one of the highest islands, characterized by a large mirror on the island reflecting light. Note that the temperature here is very low.

First, investigate the terminals on the island to make the water recede, allowing you to easily collect a lot of fish, including Hearty Bass. From now on, you can come here every Blood Moon to easily collect respawning Hearty Bass. Go to the place indicated by the light and blow up the entrance to enter the cave. Inside the cave, you can find two mirrors. The trick here is to use the mirrors to reflect light and find the next beam of light. It is recommended to use Ultrahand to move the mirrors so you can see the results of the light reflection in real-time. Taking the incoming light as a reference, there are two lamps on the right. Use the mirror to reflect the light onto the straight line connecting the two lamps, and you will find a platform with a mirror. Go to that platform, then reflect the light perpendicularly at 90 degrees to find the next platform with a mirror. Reflect it again perpendicularly at 90 degrees, and you will see a new space with a beam of light shining down. After arriving in this space, defeat one Construct and use the mirror to reflect the light onto the yellow hexagonal marker in front of you. The marker will turn green, and the platform will rise. Note that there is a treasure chest above the marker containing the Zonai Helm.

Previously attached to Zonaite

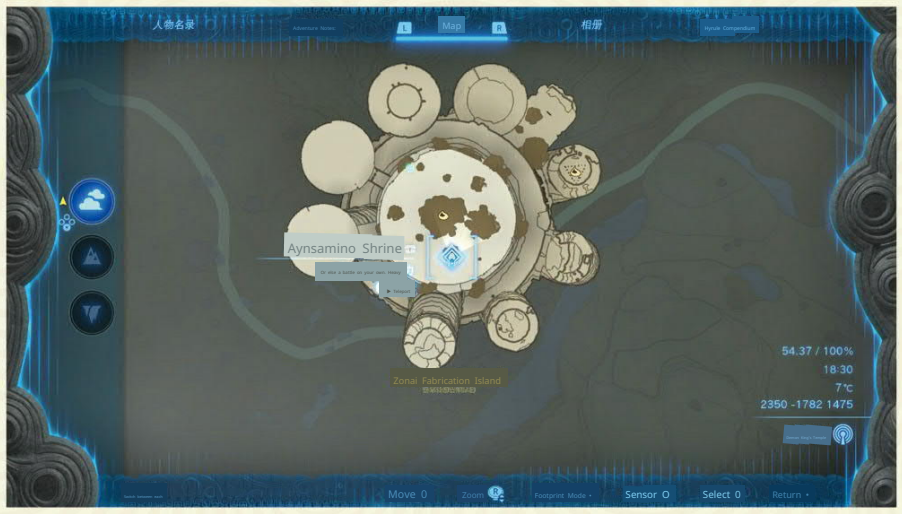
Initial Defense: 4	0	Maximum Defense: 28	Special effect: Energy Endurance Level 1

→Level 1 Enhancement Materials: Soldier Construct Horn x5 | 1→Level 2 Enhancement Materials: Soldier Construct Horn (Medium) x5, Captain Construct Horn x5, Zonaite x5 | 2→Level 3 Enhancement Materials: Soldier Construct Horn (Superior) x5, Captain Construct Horn (Medium) x5, Large Zonaite x5

| Level 3→4 Enhancement Materials: Soldier Construct Horn (Highest) ×5, Captain Construct Horn (High) ×5, Large Zonai Charge ×10

◇ Acquisition Method

Arrive at the Zonai Construct Forge Island in the sky, located between the North Hyrule Sky Archipelago and the Hyrule Sky Archipelago, its shape on the map resembling a string of beads. Here, you need to first unlock the Ya-Nuh-Sah Shrine, which is located on the Zonai Construct Forge Island between the North Hyrule Sky Archipelago and the Hyrule Sky Archipelago. Go to the lowest level of this island, and you can see the shrine inside through the iron fence, but you can't enter. Investigate the terminal next to it, and updrafts will appear on the island. Use the updrafts to go all the way up to the top floor, and jump down from the central hole, which is the laser array that appeared in the trailer. The laser array is not only powerful, but it will also close the passage once triggered, so you must pass through it without taking damage. If the player has the Glide Armor set, this will be very easy. Go to the bottom of the passage to reach the shrine. To the left and behind the shrine, there is lava. Pour water on the lava (e.g., throw a Water Fruit) to create a foothold. Jump on it and then use Ascend to enter the inside of the pillar. The treasure chest inside contains Zonai Charge.



Zonai Greaves

Initial Defense: 4	Maximum Defense: 28	Special effect: Energy Endurance Level 1

10 → Level 1 Enhancement Material: Soldier Construct Horn x5

| Level 1→2 Enhancement Materials: Soldier Construct Horn (Medium) ×5, Captain Construct Horn ×5, Zonai Charge ×5

| Level 2 → Level 3 Enhancement Material: Soldier Construct Horn (Superior) x5, Captain Construct Horn (Middle) x5, Large Zonai Charge x5

| Level 3 → Level 4 Enhancement Material: Soldier Construct Horn (Highest) x5, Captain Construct Horn (Superior) x5, Large Zonai Charge x10

How to Obtain

Go to the Quarry Island in the South Akkala Sky Archipelago in the sky world. Look upwards on the island, and you will see a giant sphere. After investigating the terminal on the island where the shrine is located, the launcher device can be used normally. Use the launcher device all the way up, and then come to the sky island closest to the sphere. There are many large blocks here. We need to use the launcher device to launch any one of the blocks into the interior of the sphere. After success, enter the interior of the sphere and use the large block to press down on the mechanism on the ground, and the sphere will start to rotate.

Alternatively, you can use a trick: take out some heavy devices from your inventory, such as multiple wings or large tires, combine them, then lift them high and drop them to activate the sphere. Next, fly out of the sphere and look for an opportunity to enter through the opening below. This will lead you to a treasure chest containing the Zonai Greaves. If flying directly into the opening feels difficult, you can climb onto the sphere and slowly move towards it.

Glide Set

Evaluation

It's not easy to obtain, but its performance is mediocre, and it cannot be upgraded.

Equipping the full set grants a nighttime movement speed boost.

Glide Mask

Initial Defense: 2	Maximum Defense: Cannot be enhanced	Special Effect: None

◇ Acquisition Method

Go to the Statue of the Eighth Hero, located north of the Gerudo Highlands Skyview Tow er. There is a small platform with a treasure chest containing a mirror. On a clear day around noon, take out the mirror and reflect the light onto the hexagonal mechanism in the distance. Keep the light focused on it for a few seconds until the mechanism turns green. The door next to the mechanism will then open. Inside is the Statue of the Eighth Hero, infested with Gibdos . After walking for a while, you will find an altar buried in yellow sand. Use wind power to blo w away the sand and obtain the treasure chest on the altar, which contains the Glide Mask.

Tingle's Tights

Initial Defense: 2	Maximum Defense: Cannot be enhanced	Special effect: None

◇ Acquisition Method

Head to the cave south of the Sahasra Slope Skyview Tower and south of the Dueling Peaks. Upon entering the cave, you'll soon encounter a Like Like. Enter the branching path b ehind it, and you'll see a large door with 4 rows of mechanisms on the ground in front of it. The 1st row has 1 mechanism, the 2nd row has 2 mechanisms, the 3rd row has 3 mechanis ms, and the 4th row has 4 mechanisms. Facing the door, place the 4 stones on the 2nd row (left 1), the 3rd row (middle), the 4th row (left 2 and right 1), and the door will open. This s olution comes from the cave on the other side of the Dueling Peaks, so just copy the answer directly. Inside the door is a treasure chest containing Tingle's Outfit.

Tingle's Tights

Initial Defense: 2	Maximum Defense: Cannot be enhanced	Special Effect: None

How to Obtain

Head to the Uloc Cape Cave on the southern coast of Hateno Village. It is recommended to gl ide from the cliff along the sea to enter. After entering the cave, you will see a large door. Stand in front of the board in front of the door and press the ↓ key to whistle, which will open the door. I nside the door is a large body of water. You can see the altar on the shore, but the treasure chest i s not on the altar, but on the pirate ship. The pirate ship cannot be climbed directly. You need to u se Ascend from the stern to get on board. After boarding, there is a large pile of wooden boxes on the deck. The treasure chest containing Tingle's Tights is in this pile of wooden boxes.

Phantom Set

◆Evaluation

Although it cannot be upgraded, it has an initial defense of 24 and also provides an attack power boost. The acquisition requirements are not too harsh , making it arguably the strongest combat armor in the early game, and it is h ighly recommended to obtain it as soon as possible. In the later stages, after s trengthening attack-boosting sets like the Fierce Deity Set, it can be gradually p hased out. This set also has a hidden effect: it scares NPCs.

Phantom Helmet		
Initial Defense: 8	Maximum Defense: Cannot be enhanced	Special Effect: Attack Power Up (Level 1)

◇ Acquisition Method

Go to the Puffer Beach Cave, located south of the Faron region. First, go to Puffer Beach near the sea, where you'll see a small lake with rockets nearby. Head towards the hollow mountainside, and you'll notice a large hole above you. Use a rocket shield to fly directly up, and you'll discover the Puffer Beach Cave. There are a few enemies here; walk a few steps further to find the treasure chest containing the Phantom Helmet.

Phantom Armor		
Initial Defense: 8	Maximum Defense: Cannot be enhanced	Special Effect: Attack Power Up (Level 1)

◇ Acquisition Method

Go to the cave downstream of the Taimon River in the Gerudo Highlands. After entering, there are two branch passages: one leads to the location of a Blupee, and the other is larger, where you can immediately see the altar unique to special equipment, but from the back. There are Gloom Hands here, and because the cave is slippery, climbing directly is impossible. If you don't want to fight the Gloom Hands head-on, save your game first, then run from the ground to the front of the altar, where you will see a pile of rocks blocking the cave entrance. Quickly blow it up and climb up, and the Gloom Hands won't be able to catch you. The treasure chest contains the Phantom Armor.

Phantom Greaves		
Initial Defense: 8	Maximum Defense: Cannot be enhanced	Special Effect: Attack Power Up (Level 1)

◇ Acquisition Method

Go to the ancient altar ruins east of the Gerudo Desert. Observing the map, you'll notice 12 circles on the ground, representing quicksand traps. Three of these circles are enclosed in the middle. Enter the quicksand trap corresponding to the southernmost of these three circles. Falling down, you'll find a treasure chest containing the Phantom Greaves. Also, a Blupee is here.

Otherworldly Phantom Set

◆Evaluation

The hidden effect of this set is that it frightens NPCs. After upgrading to level 2, equipping the full set grants the Bone Disguise and Bone Weapon Proficiency effects. Bone Disguise means that bone-type enemies will not actively attack Link, and Bone Weapon Proficiency means that the attack power of bone-type weapons is multiplied by 1.8. This 1.8x bonus can stack with other attack power buffs, and the bone materials attached to the weapon will also be affected by this effect. It's a pity that this set cannot be enhanced; otherwise, it would be the strongest combat set. Additionally, the acquisition method is quite complicated.

Majora's Mask

Initial Defense: 4	Maximum Defense: Cannot be enhanced	Special Effect: Stealth Up Lv. 1

◇ Acquisition Method

Reward for completing the South Lomei Labyrinth. See mini-challenge "South Lomei Prophecy" on page 103.

Words.

Evil Spirit Armor

Initial Defense: 4	Maximum Defense: Cannot be enhanced	Special Effect: Stealth Up Lv. 1

◇ Acquisition Method

Reward for completing the Lomei Island Labyrinth. See the mini-challenge "Lomei Island's Prophecy" on page 102.

Words.

Evil Spirit Greaves

Initial Defense: 4	Maximum Defense: Cannot be enhanced	Special Effect: Stealth Up Lv. 1

▶How to Obtain

Reward for completing the North Lomei Labyrinth. See the mini-challenge "North Lomei's Prophecy" on page 102.

Words.

Dark Set

▶Evaluation

Both the Dark Set and the Evil Spirit Armor are obtained by exchanging Poes at the Bargainer Statue. For details on the Bargainer Statue, see the main quest "A Call from the Depths" on page 67. Wearing the Dark Set transforms Link into Dark Link. It cannot be upgraded and has no effect other than frightening NPCs.

Dark Hood

Initial Defense: 3	Maximum Defense: Cannot be enhanced	Special Effect: None

◇ Acquisition Method

Exchange for 300 Poes at the Bargainer Statue.

Dark Tunic

Initial Defense: 3	Maximum Defense: Cannot be enhanced	Special effect: None

◆ How to Obtain

Exchange for 150 Poes at the Bargainer Statue.

Dark Trousers

Initial Defense: 3	Maximum Defense: Cannot be enhanced	Special effect: None

◇ Acquisition Method

Exchanged for 200 Poes at the Demon Statue.

Fierce Deity Set

▶Evaluation

The defense is decent, and the special effect is increased attack power. After upgrading this set to level 2, equipping the full set also grants a stamina-saving effect for charged attacks. Overall, this is the most practical combat armor. The acquisition method isn't too difficult, so you can obtain it early in the game. Upgrading requires dragon-type materials, and once you know the method, it's just a matter of time. It is highly recommended to upgrade it to the maximum level; you'll be using it for over a hundred hours.

Fierce Deity Mask		
Initial Defense: 3	Max Defense: 20	Special Effect: Attack Power Up (Level 1)
|0→1 Upgrade Materials: Hinox Fingernail ×5, Dinraal's Scale ×1|1→2 Upgrade Materials: Hinox Tooth ×5, Dinraal's Claw ×1|2→3 Upgrade Materials: Hinox Liver ×2, Dinraal's Fang ×1|3→4 Upgrade Materials: Lynel Liver ×2, Dinraal's Horn ×1		

◇ Acquisition Method

Go to Skull Pond in the northeast of the map. Enter from the stone pillar symbolizing the right eye to reach the Skull Pond Cave. After landing, go forward to a particularly open area with many skeletons, including a Stalnox. In the center of this area is a high platform, and the chest on top contains the Fierce Deity Mask. You can ignore the Stalnox and just grab the item and run.

Fierce Deity Set		
Initial Defense: 3	Max Defense: 20	Special Effect: Attack Power Up (Level 1)
|0→1 Enhancement Materials: Hinox Toenail x5, Naydra's Scale x1|1→2 Enhancement Materials: Hinox Fang x5, Naydra's Claw x1| 2→3 Enhancement Materials: Hinox Guts x2, Naydra's Fang Fragment x1| 3→4 Enhancement Materials: Lynel Guts x2, Naydra's Horn x1		

◆ How to Obtain

Head to the Akkala Citadel Ruins in the Akkala region. Observing the map, you'll notice a square, well-defined area in the center of these ruins. Go to the south west corner of this area, and you'll find a hole that you need to crouch to get through. After entering, drop down further to reach the cave at the top of the Akkala Citadel Ruins, where the chest containing the Fierce Deity Armor awaits.

Fierce Deity Boots		
Initial Defense: 3, Max Defense: 20. 1st Level U		Special Effect: Attack Power Up (Level 1)
pgrade Materials: Hinox Fingernail x5, Farosh Scale x1 | 1→2 Level		
Upgrade Materials: Hinox Tooth x5, Farosh Claw x1. 2→3 Level U		
pgrade Materials: Hinox Liver x2, Farosh Fang Fragment x1. 3→4 Level		
Upgrade Materials: Lynel Liver x2, Farosh Horn x1		

▶How to Obtain

Go to the Decayed Great Deku Tree in the western Hyrule Field. This is the locati on where you obtained the Flameblade in "Breath of the Wild," situated in the center of an unnamed lake north of Daphnes Hill. It has now transformed into a hollow tree trunk. Jump down to the lowest level, and walk a few steps south along the branches to find a cave covered by vines. Enter and climb up the tree trunk to find another ca ve covered by vines. The Fierce Deity Boots are in the treasure chest inside.

Dream Weaver Set

▶Evaluation

Wearing this set transforms Link into his appearance from "Link's Awakening," mak ing him very cute. Upgrading this set to level 2 will grant an attack power boost when the full set is equipped. Many players will likely enjoy using it.

Mask of Awakening		
Initial Defense: 3 M	20 | Level 1 Enh nce	Special Effect: None
ment Materials: Luminous Stone x10, Star Fragment x1		
| Level 1→2 Enhancement Materials: Luminous Stone ×15, Star Fragment ×12 →		
Level 3 Enhancement Materials: Luminous Stone ×20, Star Fragment ×1 | Level		
3→4 Enhancement Materials: Luminous Stone ×30, Star Fragment ×1		

◇ Acquisition Method

Go to the Thunder Plateau in the northern part of Hyrule Ridge. In the center of the Th under Plateau, there is a circular ruin with 4 pillars. We need to cut down 4 trees and connec t the logs end-to-end to form a long log. Then, place one end of the long log next to the nor thern pillar and the other end pointing towards the southern pillar. Afterwards, wait until 12 n oon, and the shadow of the southern pillar will align with the log, forming a line from south t o north. At this point, a hole will appear on the ground. Jump into the hole to discover the Th under Plateau Cave. The treasure chest containing the Mask of Awakening is inside.

Armor of Awakening		
Initial Defense: 3	Max Defense: 20	Special effect: None
0 Level 1 Enhancement Materials: Luminous Stone x10, Star Fragment x11 → Lev		
el 2 Enhancement Materials: Luminous Stone x15, Star Fragment x1| 2 → Level		
3 Enhancement Materials: Luminous Stone x20, Star Fragment x1| 3 → Level 4 En		
hancement Materials: Luminous Stone x30, Star Fragment x1		

▶How to Obtain

Go to the Ancient Columns in the southern Tabantha Frontier. There is an o ctagonal mechanism on one of the pillars here, which is easier to see from the ai r. Stepping on it will cause a hole to appear in the ground, leading to the Ancien t Columns Cave. The treasure chest is inside the cave, very obvious, and contains the Armor of Awakening. Investigating the stone tablet in front of the treasure c hest will trigger the mini-challenge "Rauru's Treasure: Armor of Awakening 2".

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Trousers of Awakening

Initial Defense:	20 | Level 1 Enhanc	Special Effect: None

ement Materials: Luminous Stone x10, Star Fragment x1

Level 1→2 Enhancement Materials: Luminous Stone x15, Star Fragment x1 | L

evel 2→3 Enhancement Materials: Luminous Stone x20, Star Fragment x1 | Level

3→4 Enhancement Materials: Luminous Stone x30, Star Fragment x1

◇ Acquisition Method

Head to the Coliseum Ruins in the southwestern part of Hyrule Field. In "Breath of the Wild," this was a good place to obtain elemental weapons. This time, it's become a Thunder Gleeok's lair. Under normal circumstances, you'd have to be in the mid-to-late game to defeat it, but we're just here to get the clothing, though there's still a risk of dying because the Thunder Gleeok's attack power is too high. At the bottom of the arena, on the south side, there are two soldier statues, one holding a sword and one not. Place a sword from the ground nearby into the hand of the one not holding a sword (pay attention to the direction and angle), and a hole will appear in the ground. Inside is the Coliseum Ruins Cave, and the treasure chest containing the Trousers of Awakening is inside. Investigating the stone tablet in front of the treasure chest will trigger the mini-challenge "Rauru's Treasure: Trousers of Awakening 3."

Wild Set

▶Evaluation

This is the reward for completing all 120 shrines in "Breath of the Wild." In this game, after upgrading this set to level 2, equipping the full set also grants an attack power boost. In terms of performance, it's considered above average.

Cap of the Wild

Initial Defense: 4	Maximum Defense: 28	Special Effect: None

10 → Level 1 Enhancement Materials: Acorn x10, Farosh's Scale x2

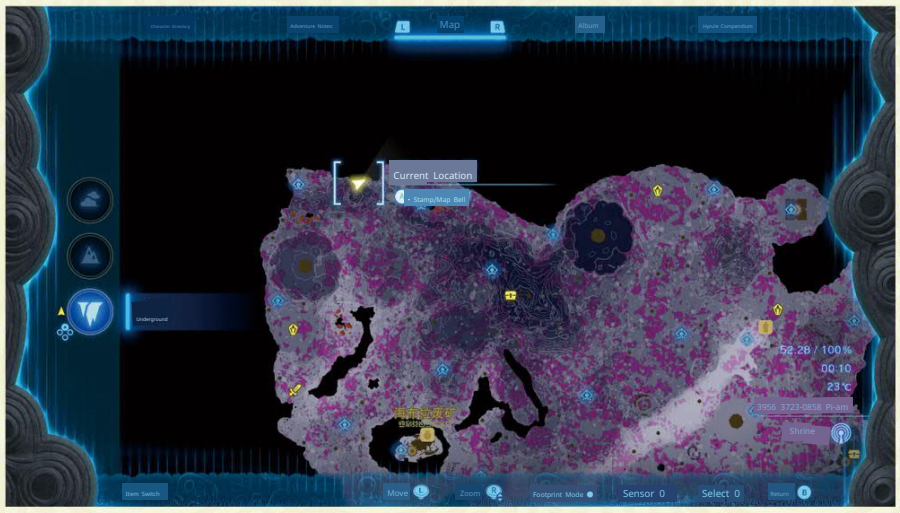
| Level 1 → Level 2 Enhancement Materials: Energetic Honeycomb x5, Farosh's Claw x2

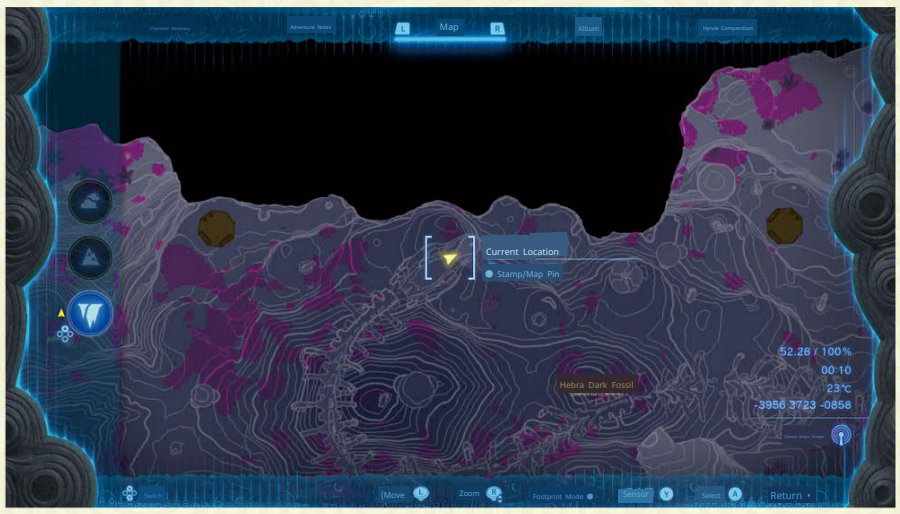
| Level 2 → Level 3 Enhancement Materials: Energetic Rhino Beetle x3, Farosh's Fang x2, Farosh's Dragon Rock x5

| Level 3 → Level 4 Enhancement Materials: Star Fragment x3, Farosh's Horn x2, Farosh's Dragon Rock x10

◇ Acquisition Method

The treasure chest is located at the head of the Hebra Dark Fossil in the northwestern corner of the Depths.





Wild Set

Initial Defense: 4	Maximum Defense: 28	Special Effect: None

|0→1 Upgrade Materials: Acorn x10, Naydra's Scale x2

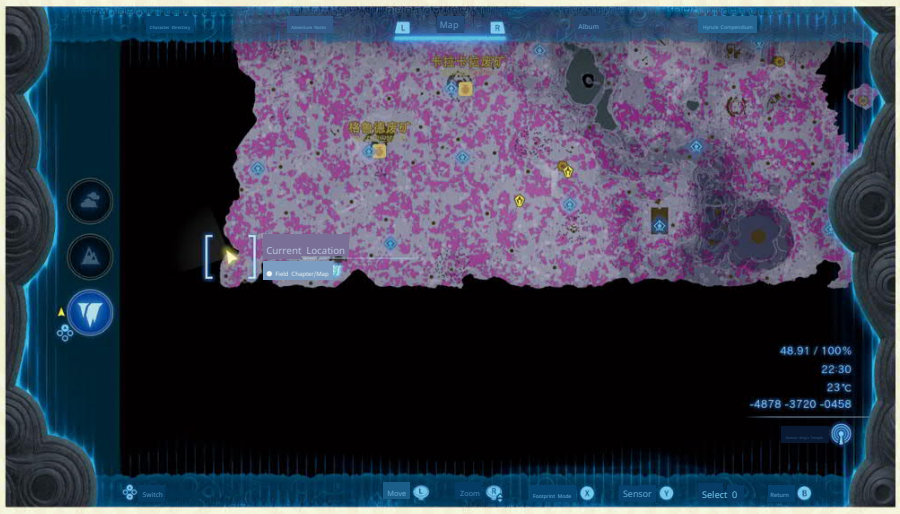
|1→2 Upgrade Materials: Energetic Honey x5, Naydra's Claw x2

| Level 2→3 Enhancement Materials: Energetic Rhino Beetle ×3, Naydra's Fang Fragment ×2, Naydra's Dragon Rock ×5

| Level 3→4 Enhancement Materials: Star Fragment ×3, Naydra's Horn ×2, Naydra's Dragon Rock ×10

◇ Acquisition Method

Southwestern corner of the Depths, in a treasure chest at the head of the Gerudo fossil.



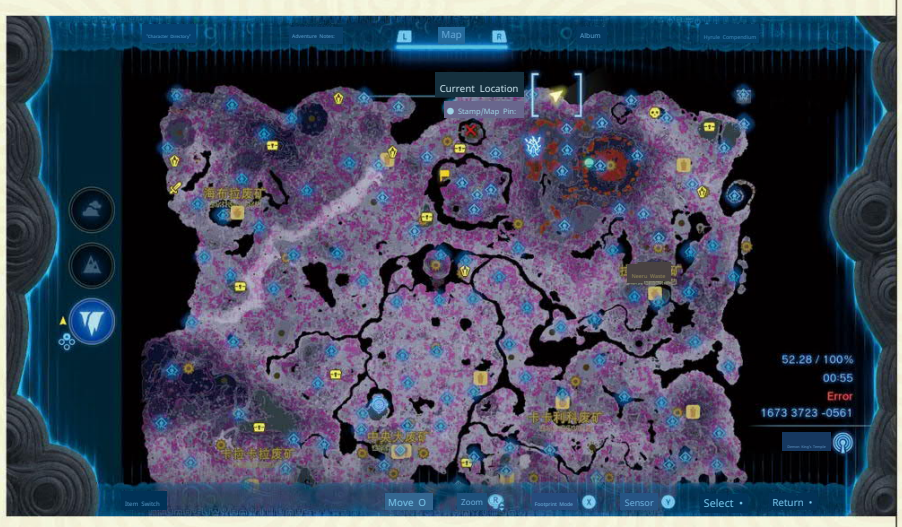
Trousers of the Wild

Initial Defense: 4	Maximum Defense: 28	Special Effect: None

Level 1 Enhancement Materials: Acorn ×10, Dinraal's Scale ×2
1→2 Level Enhancement Materials: Energetic Honeycomb ×5, Dinraal's Talon ×2
Level 2→3 Enhancement Materials: Energetic Rhino Beetle ×3, Dinraal's Fang Fragment ×2, Dinraal's Dragon Rock ×5
Level 3→4 Enhancement Materials: Star Fragment ×3, Dinraal's Horn ×2, Dinraal's Dragon Rock ×10

◇ Acquisition Method

Located in a treasure chest at the head of the Eldin Dark Fossil in the northern part of the Depths.



Archaic Hero Set

▶Evaluation

A set that recreates Link's appearance from the first game in the series. Strengthening this set to level 2 and equipping the full set grants an attack power boost. Its performance is average, making it purely for collection purposes.

Cap of the Wild

Initial Defense: 3	Maximum defense 20	Special Effect: None

0→1 level upgrade materials: Ruby ×1, Star Fragment ×1
1→2 level upgrade materials: Ruby ×4, Star Fragment ×1 | 2→
3 level upgrade materials: Ruby ×6, Star Fragment ×1 | 3→4 l
evel upgrade materials: Ruby ×10, Star Fragment ×1

◇ Acquisition Method

The treasure chest is located southwest of the Abandoned Lanayru Mine in the Depths, at the Kargaroc Mining Site.

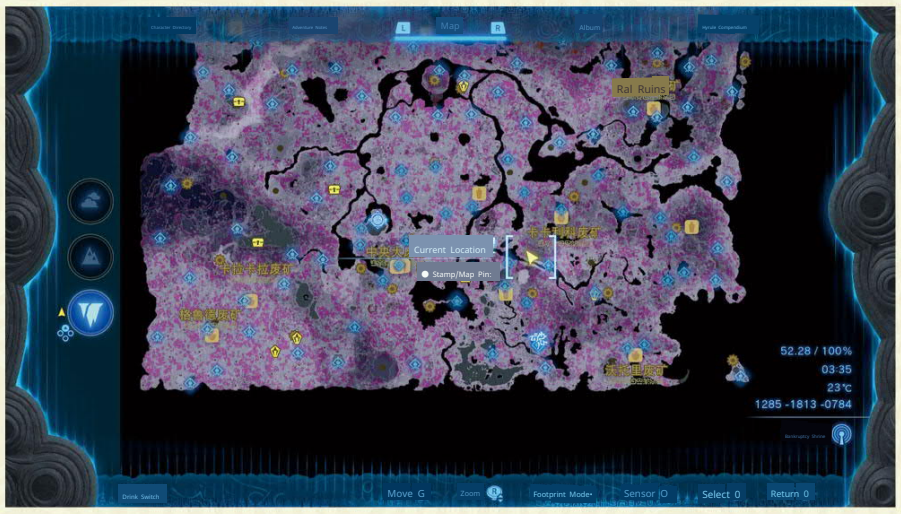
Archaic Tunic

Initial Defense: 3	Max Defense: 20	Special effect: None

10→Level 1 Enhancement Material: Ruby ×1, Star Fragment ×1 | Level 1
→Level 2 Enhancement Material: Ruby ×4, Star Fragment ×1 | Level 2→
Level 3 Enhancement Material: Ruby ×6, Star Fragment ×1 | Level 3→Le
vel 4 Enhancement Material: Ruby ×10, Star Fragment ×1

◇ Acquisition Method

Treasure chest in the Twin Valley Mine in the Depths (underneath the Dueling Peaks).



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Archaic Hero Trousers

Initial Defense: 3	Max Defense: 20	Special Effect: None

|0 Level 1 Enhancement Materials: Ruby ×1, Star Fragment ×1| 1→

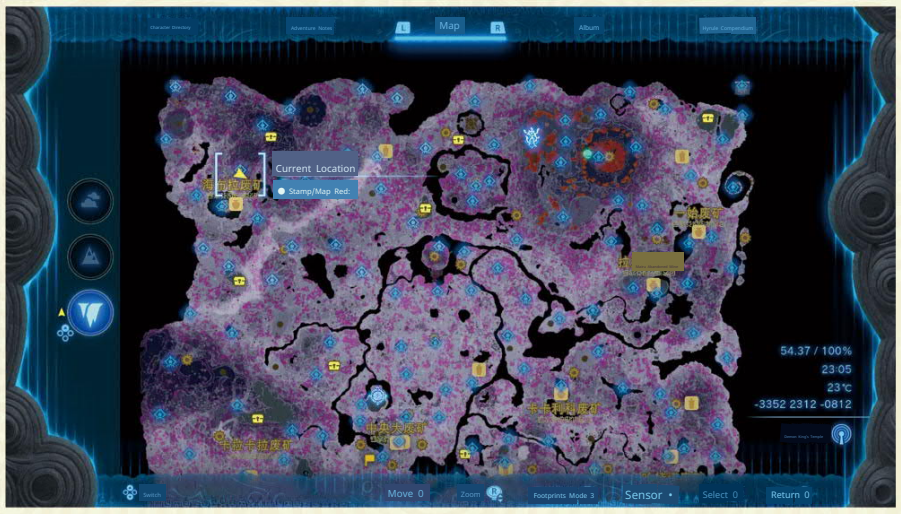
2 Level 2 Enhancement Materials: Ruby ×4, Star Fragment ×1| 2→3

Level 3 Enhancement Materials: Ruby ×6, Star Fragment ×1| 3→4

Level 4 Enhancement Materials: Ruby ×10, Star Fragment ×1

◇ Acquisition Method

Treasure chest in the Kasla Valley Mine in the Depths, north of the Hebra Abandoned Mine and south of the Warosihi Root.



Hero of Time Set

▶Evaluation

A set that recreates Link's appearance from "Ocarina of Time." Strengthening this set to level 2 grants an attack power boost when the full set is equipped. Its performance is decent, mainly for collection purposes.

Cap of Time

Initial Defense: 3	Max Defense: 20	Special Effect: None

10→Level 1 Enhancement Materials: Amber x10, Star Fragment x1 | 1→

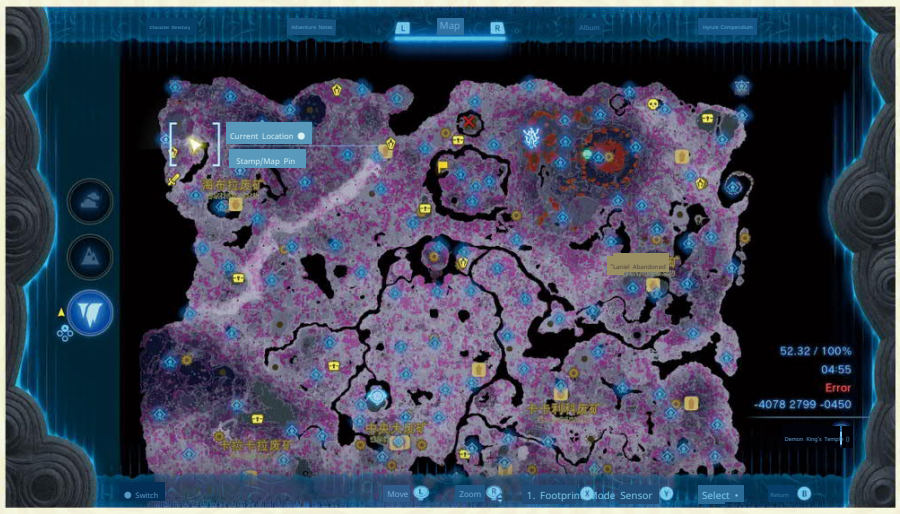
Level 2 Enhancement Materials: Amber x20, Star Fragment x1 | 2→Leve

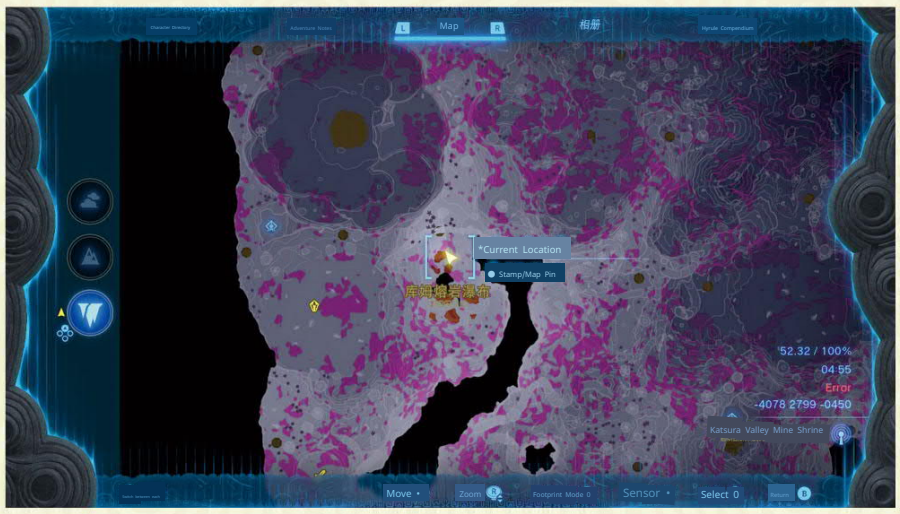
l 3 Enhancement Materials: Amber x30, Star Fragment x1 | 3→Level 4

Enhancement Materials: Amber x40, Star Fragment x1

◇ Acquisition Method

In the northwestern part of the Depths, a treasure chest on a stone pillar near the Kum Lava Falls.





Hero of Time Set

Initial Defense: 3	Max Defense: 20	Special effect: None

|0 Level 1 Enhancement Materials: Amber ×10, Star Fragment ×1|1

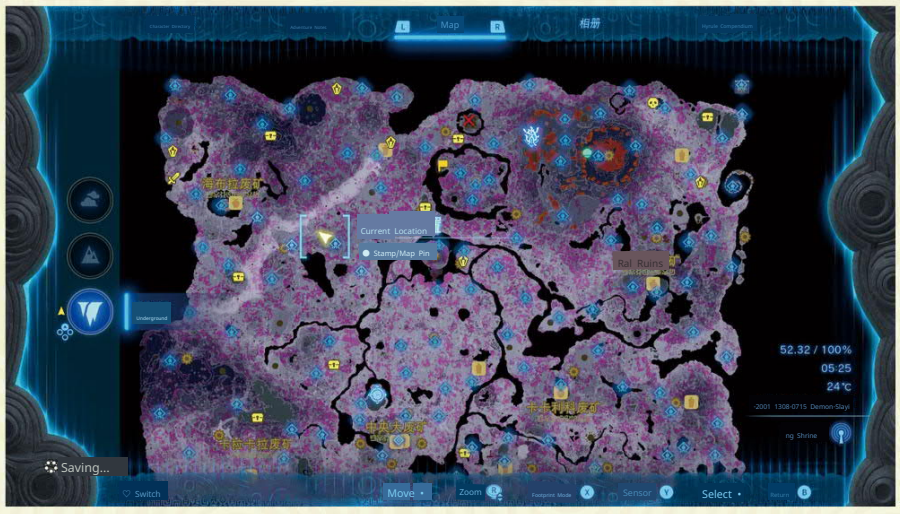
→ Level 2 Enhancement Materials: Amber ×20, Star Fragment ×1|

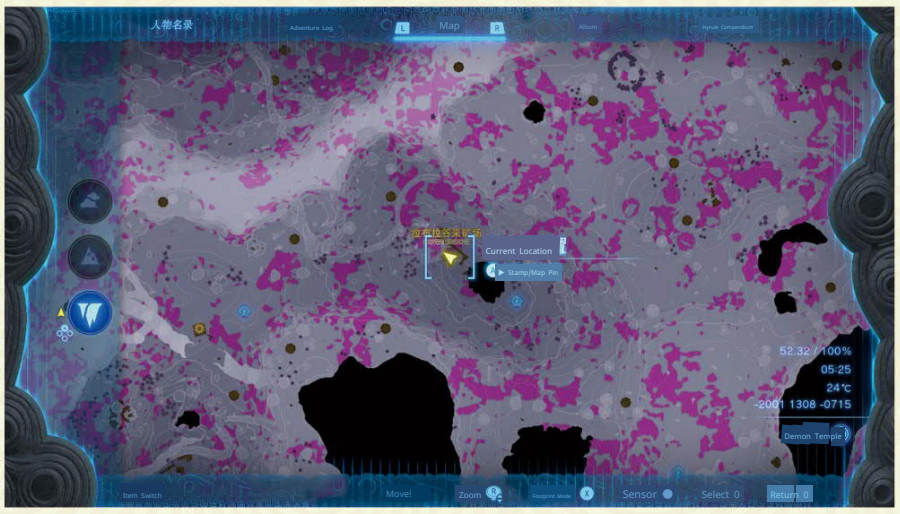
2→ Level 3 Enhancement Materials: Amber ×30, Star Fragment ×1|3

→ Level 4 Enhancement Materials: Amber ×40, Star Fragment ×1

◇ Acquisition Method

Treasure chest in the Rabella Wetlands Mine (underground of Rabella Wetlands Skyview Tower).





Time Hero Trousers		
Initial Defense: 3	Max Defense: 20	Special effect: None

|0→1 Level Upgrade Materials: Amber×10, Star Fragment×1| 1

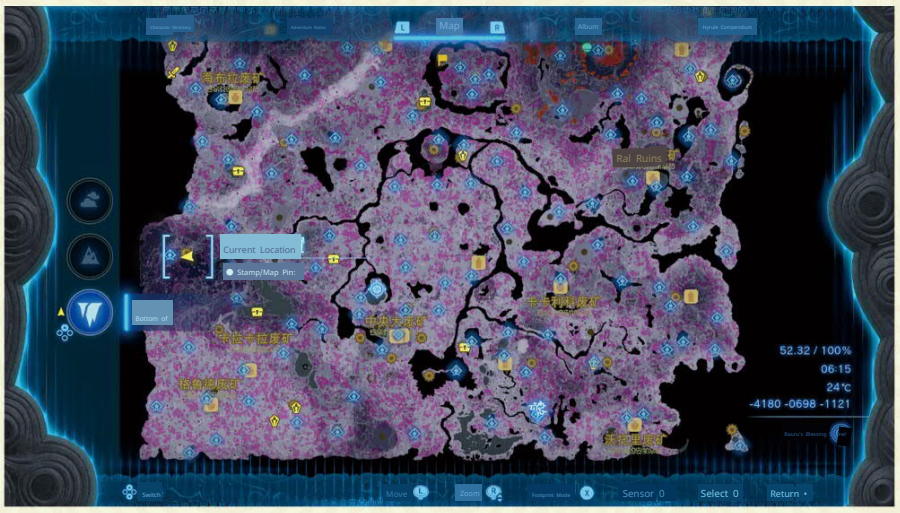
→2 Level Upgrade Materials: Amber×20, Star Fragment×1|2→3

Level Upgrade Materials: Amber×30, Star Fragment×1|3→4 Le

vel Upgrade Materials: Amber×40, Star Fragment×1

▶How to Obtain

Located in a treasure chest in the Gerudo Valley Mine in the western part of the Depths.



Hero of Winds Set

◆Evaluation

A set that recreates Link's appearance from 'The Wind Waker.' Enhancing this set to level 2 and equipping the full set grants an attack power boost. Its performance is average, making it p urely for collection purposes.

Cap of the Wind		
Initial Defense: 3	Max Defense: 20	Special Effect: None

10 → Level 1 Enhancement Material: Opal x5, Star Fragment x1

| Level 1 → Level 2 Enhancement Material: Opal x10, Star Fragment x1

2 → Level 3 Enhancement Material: Opal x15, Star Fragment x1 | Lev

el 3 → Level 4 Enhancement Material: Opal x25, Star Fragment x1

◇ Acquisition Method

Go to Ciclen Island (east of the surface world, south of the spiral-shaped Machts Peninsula), jump into the Ciclen Island Chasm, destroy the rock piles blocking the way, and make your way to the underground of Davi Island to find the treasure chest containing the Wind Hero's Hat. Be aware of the Gloom Hands near the treasure chest.

Tunic of the Wind		
Initial Defense: 3	Max Defense: 20	Special Effect: None

|Level 0→1 Enhancement Materials: Opal x5, Star Fragment x1

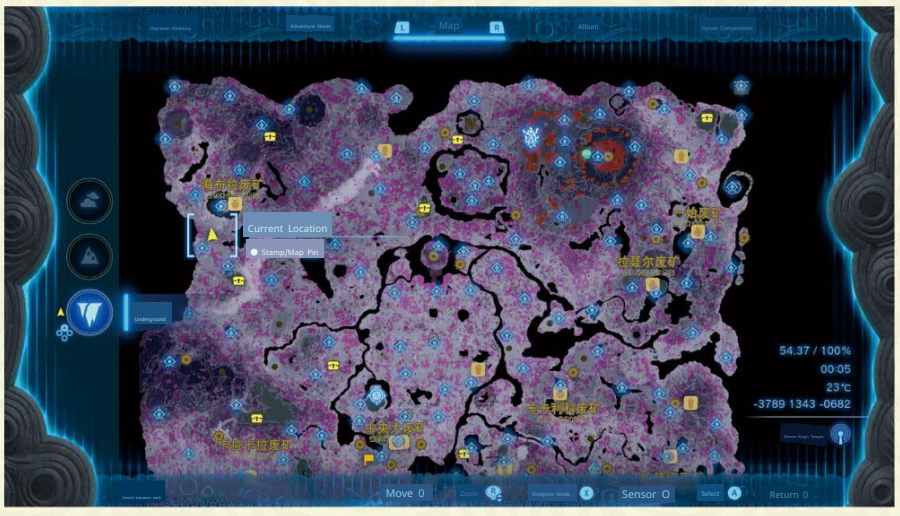
| Level 1→2 Enhancement Materials: Opal ×10, Star Fragment ×1

| Level 2→3 Enhancement Materials: Opal ×15, Star Fragment ×1

| Level 3→4 Enhancement Materials: Opal ×25, Star Fragment ×1

◇ Acquisition Method

Treasure chest in the Kuh Valley Mine (south of the Hebra Abandoned Mine in the Depths).



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Trousers of the Wind		
Initial Defense: 3	Max Defense: 20	Special Effect: None
0 → Level 1 Enhancement Materials: Opal x5, Star Fragment x1		
1→2 Level Enhancement Materials: Opal x10, Star Fragment x1		
2→3 Level Enhancement Materials: Opal x15, Star Fragment x1		
3→4 Level Enhancement Materials: Opal x25, Star Fragment x1		

◇ Acquisition Method

Treasure chest in the Klesia Mining Pit (in the southeastern part of the Depths, at the tip of the hooked peninsula).

Twilight Hero Set

▶Evaluation

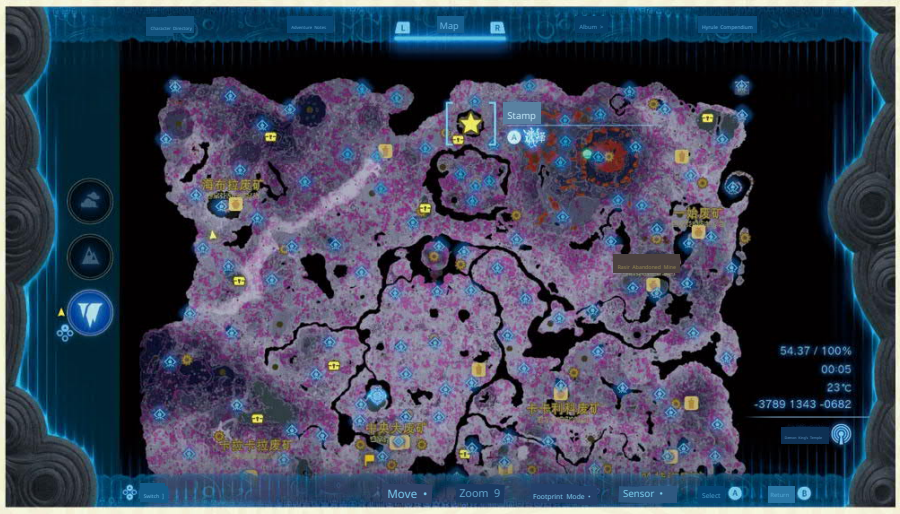
A set that recreates Link's appearance from "Twilight Princess." Strengthening this set to level 2 will grant an attack power boost when the full set is equipped. Its performance is decent, making it purely for collection purposes.

Twilight Hero's Hat		
Initial Defense: 3	Max Defense: 20	Special Effect: None
10 → Level 1 Enhancement Material: Topaz ×1, Star Fragment ×1 |		
1 → Level 2 Enhancement Material: Topaz ×4, Star Fragment ×1 |		
2 → Level 3 Enhancement Material: Topaz ×6, Star Fragment ×1 |		
3 → Level 4 Enhancement Material: Topaz ×10, Star Fragment ×1		

◇ Acquisition Method

Defeat Gleeok in the Gleeok Den in the Depths (underneath the Deya Village Ruins).

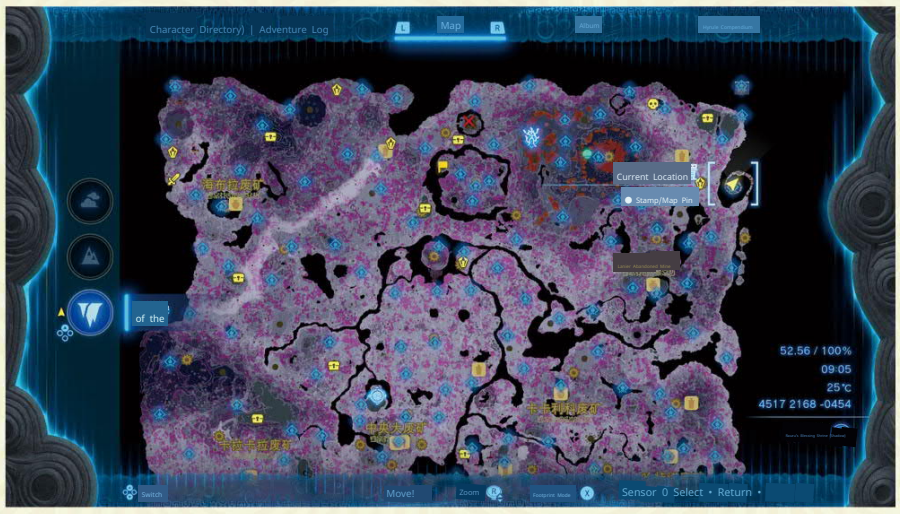
Obtain from the unlocked treasure chest after defeating Queen Gibdo.

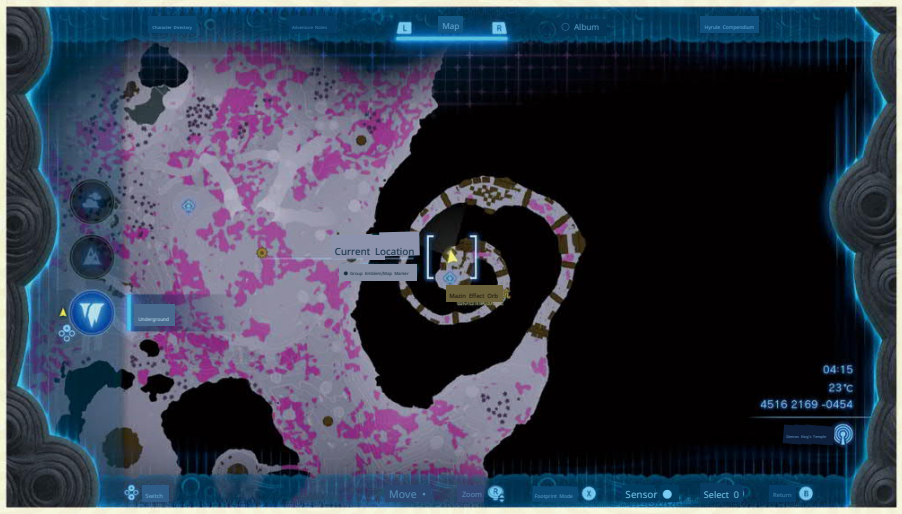


Twilight Hero Armor		
Initial Defense: 3	Max Defense: 20	Special effect: None
0 → Level 1 Enhancement Materials: Topaz ×1, Star Fragment ×1 | 1→2		
Level 2 Enhancement Materials: Topaz ×4, Star Fragment ×1 | 2→3		
Level 3 Enhancement Materials: Topaz ×6, Star Fragment ×1 | 3→4 Lev		
el 4 Enhancement Materials: Topaz x10, Star Fragment ×1		

▶How to Obtain

The treasure chest in the Marcius Mining Pit in the Depths (the spiral-shaped area in the northeast of the map).





Twilight Trousers

Initial Defense: 3	Max Defense: 20	Special Effect: None

|0→1 Upgrade Materials: Topaz ×1, Star Fragment ×1|

1→2 Upgrade Materials: Topaz ×4, Star Fragment ×1| 2

→3 Upgrade Materials: Topaz ×6, Star Fragment ×1| 3

→4 Upgrade Materials: Topaz ×10, Star Fragment ×1

◇ Acquisition Method

Found in a treasure chest within the Ancient Underground Fortress in the Depths (underneath the Akkala Citadel Ruins).

Sky Hero Set

▶Evaluation

This set recreates Link's appearance from "Skyward Sword." When this set is upg raded to level 2, equipping the entire set also grants an attack power boost. Its perfor mance is decent, making it purely for collection purposes.

Sky Hero's Hat

Initial Defense: 3	Max Defense: 20	Special Effect: None

|0→1 Upgrade Materials: Sapphire×1, Star Fragment×1|

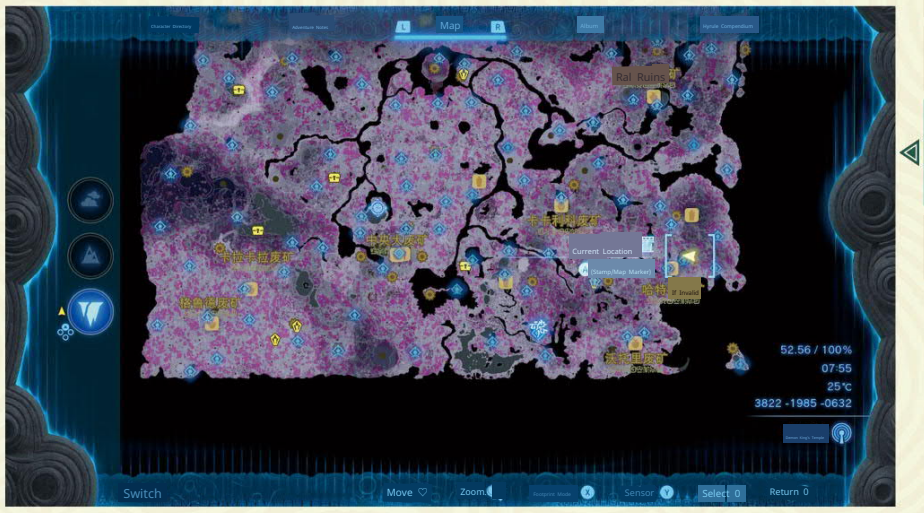
1→2 Upgrade Materials: Sapphire×4, Star Fragment×1|

2→3 Upgrade Materials: Sapphire×6, Star Fragment×1| 3

→4 Upgrade Materials: Sapphire×10, Star Fragment×1

◇ Acquisition Method

In the Depths, northeast of the Hateno Mine Ruins, in a treasure chest inside a large tree stump in the Eagus Plump Grove.



Sky Hero Armor

Initial Defense: 3	Max Defense: 20	Special Effect: None

|Level 0→1 Enhancement Materials: Sapphire ×1, Star Fragment ×1|

Level 1→2 Enhancement Materials: Sapphire ×4, Star Fragment ×1| L

evel 2→3 Enhancement Materials: Sapphire ×6, Star Fragment ×1| Le

vel 3→4 Enhancement Materials: Sapphire ×10, Star Fragment ×1

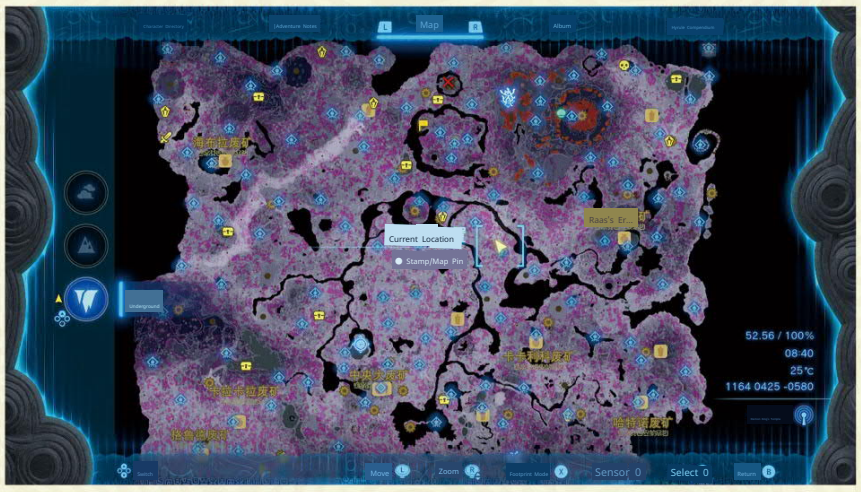
▶How to Obtain

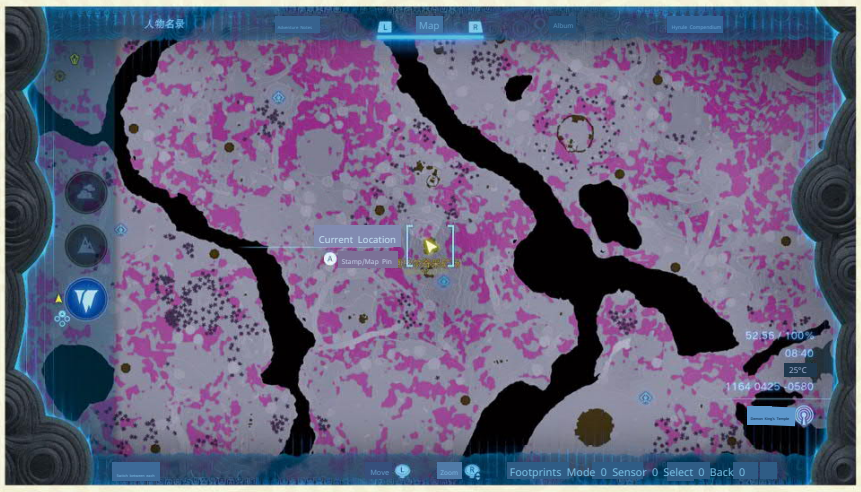
A treasure chest inside a large tree stump in the Chiroli Forest Depths of the Underworld.

Sky Hero Trousers		
Initial Defense: 3	Max Defense: 20	Special Effect: None
0→1 Enhancement Material: Sapphire×1, Star Fragment×1		
1→2 Enhancement Material: Sapphire×4, Star Fragment×1		
2→3 Enhancement Material: Sapphire×6, Star Fragment×1		
→4 Enhancement Material: Sapphire×10, Star Fragment×1		

▶How to Obtain

Located in a treasure chest near the Uniojojo Root in the Underground, at the Conger Valley Mine.





Individual Pieces

The following are individual pieces of armor. These pieces do not belong to any set, and therefore do not have set bonuses when upgraded to level 2.

Archaic Tunic Initial		
Defense: 1, Max Defense: Cannot be upgraded, Special Effect: None		

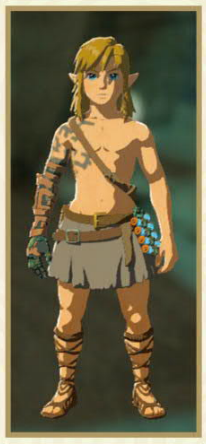
◇ Acquisition Method

Obtained from a treasure chest on the shore after diving into the water and re-emerging for the third time after waking up on the starting sky island.

▶Evaluation

A beginner's set that's better than nothing. Replace it as soon as you reach the surface world.

Okay.



Rusted Greaves Max Def		
Initial Defense: 1	ense: Cannot be enhanced.	Special Effect: None

◇ Acquisition Method

Located in the southern part of the starting sky island, obtained from a treasure chest inside a cave near the pond.

◆Evaluation

A beginner's set that's better than nothing. Replace it as soon as you reach the surface world.

Okay.

Archaic Warm Greaves		
Initial Defense: 2	Maximum Defense: Cannot be enhanced	Special Effect: Cold Resistance Level 1

◆How to Obtain

After exiting the Gutanbac Shrine on the starting Sky Island, look northeast to see a large tree cave. Use Ascend to obtain it from the treasure chest inside the tree cave.

◆Evaluation

Since the maximum level for cold resistance is 2, and a genuine cold-resistant set (i.e., the Rito set) only provides 3 defense points per piece, this early-game cold-resistant equipment is very practical. If combined with the Divine Beast Helm: Medoh, players don't need to buy any cold-resistant sets. Note that although the name includes the word 'clothing,' the Archaic Warm Greaves are actually leg armor.

Divine Beast Vah Medoh Helm		
Initial Defense: 2	Maximum Defense: 16	Special Effect: Cold Resistance Level 1
0→1 Upgrade Materials: Sapphire x1, Zonaite x5		
Level 1→2 Enhancement Materials: Sapphire ×4, Zonai Charge ×10		
Level 2→3 Enhancement Materials: Sapphire ×6, Large Zonai Charge x5, Dazzlefruit ×5		
Level 3→4 Enhancement Materials: Sapphire ×10, Large Zonai Charge x10, Dazzlefruit ×10		

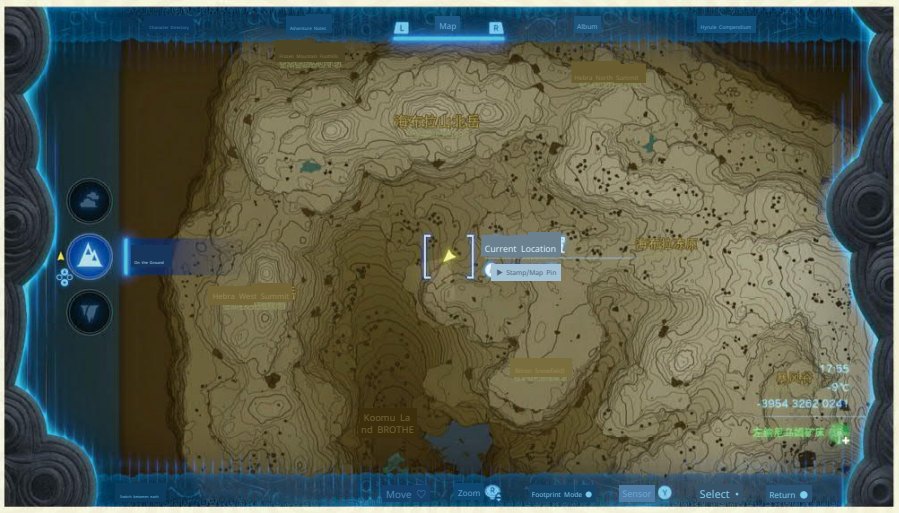
◆How to Obtain

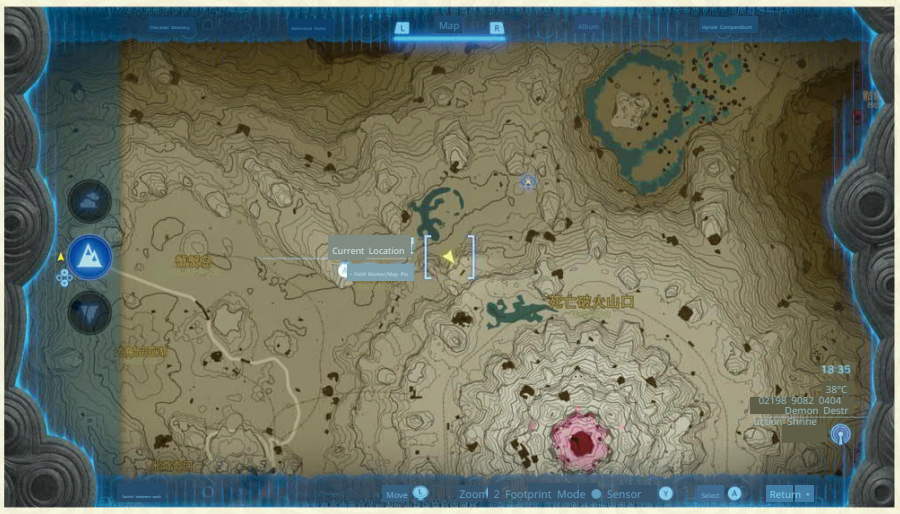
Go to the Hebra region in the upper left corner of the map and find Biron Snowfield. There is a cave at the location shown in the picture. The entrance of the cave is blocked by a huge piece of ice, which is very easy to recognize. Light a fire next to the big ice block, or bring a fire-attribute weapon to melt it, and you can enter the cave. Inside is the northern cave of Biron Snowfield.

After entering the cave, blow up the pile of rocks on the ground and jump in to find a courtyard with an updraft in the middle. After observing the surroundings, you'll notice many piles of rocks high up in the courtyard. Use bomb arrows to blow them all up, and water will gush out. Be aware that ice bats will also appear, but the water that gushes out is surprisingly a hot spring, a pleasant surprise. There are three water sources in total here. After blowing them all up, a new passage will appear, and the treasure chest inside contains the Divine Beast Armor - Medoh.

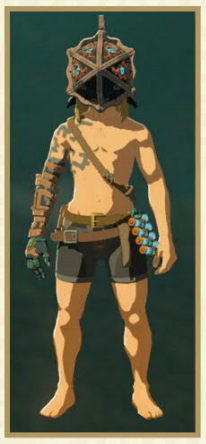
▶Evaluation

This is a very practical piece of equipment. Combined with the Old Rags, which can be obtained early in the game, the cold resistance effect is maximized, so you don't need to buy the cold-resistant set at all. Its hidden effect is to strengthen Tulin's phantom (the phantom will wear the same helmet).





Divine Beast Armor Rudania		
Initial Defense: 2	Maximum Defense: 16	Special Effect: Flame Guard Level 1
10 → Level 1 Enhancement Materials: Ruby x1, Zonai Charge x5		
Level 1 → Level 2 Enhancement Materials: Ruby x4, Zonai Charge x10		
Level 2 → Level 3 Enhancement Materials: Ruby x6, Large Zonai Charge x5, Dazzlefruit x5		
Level 3→4 Enhancement Materials: Ruby x10, Large Zonai Charge x10, Dazzlefruit x10		



◇ Acquisition Method

Head to the Death Mountain area in the Eldin region, northwest of the map, where the hot spring is shaped like a lizard. Near the head of the lizard-shaped hot spring, there's a cave whose entrance is blocked by a pile of rocks. After entering the cave, you'll find yourself in the Lizard's Burrow. Walk a few steps forward to find a treasure chest containing the Divine Beast Vah Rudania Helm. ▶Evaluation

A divine artifact for adventuring in high-temperature areas. Since the maximum fire protection is level 2, with the Divine Beast Vah Rudania Helm, you only need to buy a Flamebreaker Armor for 700 Rupees, saving at least 1,200 Rupees. Highly recommended. Its hidden effect is to strengthen Yunobo's avatar (the avatar will wear the same helmet).

Divine Beast Vah Ruta Helm		
Initial Defense: 2	Maximum Defense: 16	Special Effect: Swim Speed Up (Level 1)
0→1 Level Upgrade Materials: Opal x5, Zonai Charge x5		
1→2 Level Upgrade Materials: Opal x10, Zonai Charge x10		
2→3 Level Upgrade Materials: Opal x15, Large Zonai Charge x5, Dazzlefruit x5		
3→4 Level Upgrade Materials: Opal x25, Large Zonai Charge x10, Dazzlefruit x10		

◇ Acquisition Method

Arrive at Zora's Domain and pass through the large waterfall beneath Zora Bridge to reach a cave under Zora's Domain. Pass through another waterfall in the cave to find a treasure chest containing the Divine Beast Vah Ruta Helm.

▶Evaluation

Since the standard swimming set (the Zora Armor) is not only free but also has special effects, the Divine Beast Vah Ruta Helm has very low practicality. Its hidden effect is to strengthen Sidon's avatar (the avatar will wear the same helmet).

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Divine Beast Armor: Naboris

Initial Defense: 2	Maximum Defense: 16	Special effect: Shock Resistance Level 1

|0 Level 1 Enhancement Materials: Topaz ×1, Zonaite ×5

| 1→2 Level Enhancement Materials: Topaz ×4, Zonaite ×10

|Level 2→3 Enhancement Materials: Topaz x6, Large Zonai Charge x5, Dazzlefruit x5

|Level 3→4 Enhancement Materials: Topaz x10, Large Zonai Charge x10, Dazzlefruit x10

◇How to Obtain

Head to the northwest of the Gerudo region, characterized by a massive animal skeleton. Observe the ground to find a small hole, just big enough for one person to fall through, but the entrance is blocked by stones. Throw a Bomb Flower to blast the stones open, allowing you to jump into the hole, which leads to the West Gerudo Underground Ruins. We strongly recommend bringing a Cannon Spear, as there are many stones to break in this area. After entering, you will see a Goddess Statue pointing forward. What you need to do is blast open the middle stone on the right to proceed. After seeing the Goddess Statue again, turn left, go to the end, then turn right. After advancing a few steps, turn left again, and you will see a treasure chest containing the Divine Beast Armor Naboris. Pull the lever in front of the treasure chest to return through the main entrance.

▶Evaluation

Electric resistance maxes out at level 3, and it doesn't completely negate lightning damage. Therefore, the Divine Beast Armor Naboris's practicality is only so-so. Its hidden effect is to strengthen the phantom created by the Muddle Bud (the phantom will wear the same helmet).

Diamond Circlet

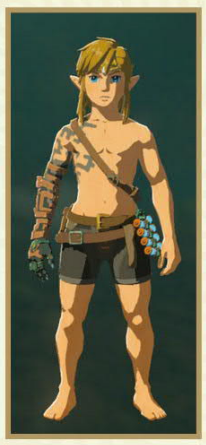
Initial Defense: 4	Maximum Defense: 28	Special Effect: Attack Power Up (Level 1)

10→Level 1 Enhancement Material: Diamond ×2, Flint ×3| Level

1→Level 2 Enhancement Material: Diamond ×3, Flint ×5| Level 2

→Level 3 Enhancement Material: Diamond x5, Star Fragment ×1| Le

vel 3→Level 4 Enhancement Material: Diamond ×8, Star Fragment ×2



◇ Acquisition Method

After completing the mini-challenge "The Missing Owner," purchase it for 2400 Rupees at the jewelry store in Gerudo Town.

▶Evaluation

The defense and effects are actually decent, but it's a single piece, and the price is high. Strengthening it also requires corresponding gems. More importantly, it's not very noticeable when equipped, so it's really only for collectors and the wealthy. For the mini-challenge "The Missing Owner," please refer to page 99.

Ruby Circlet

Initial Defense: 3	M			Special Effect: Cold Resistance Level 1

ax Defense: 20 10→Le

vel 1 Enhancement Materials: Ruby ×2, Flint ×3| 1→2 Lev

el Enhancement Materials: Ruby ×4, Flint ×5| 2→3 Level E

nhancement Materials: Ruby ×6, Star Fragment ×1| 3→4 Lev

el Enhancement Materials: Ruby ×10, Star Fragment ×2

◇ Acquisition Method

Purchase it for 1300 Rupees at the jewelry store in Gerudo Town after completing the mini-challenge "The Missing Owner."

▶Evaluation

The effect is decent, but it's a single piece and quite expensive, requiring corresponding gems for enhancement. More importantly, it's not very noticeable when equipped, making it suitable for collectors and the wealthy. For the mini-challenge "The Missing Owner," please refer to page 99.

Sapphire Circlet

Initial Defense: 3	M			Special Effect: Heat Resistance Level 1

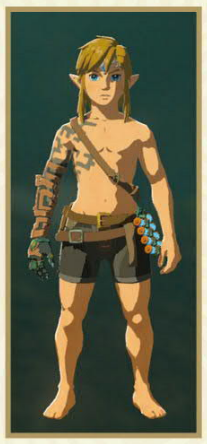
ax Defense: 20 | 0 L

evel 1 Enhancement Materials: Sapphire ×2, Flint ×3 1→

2 Level 2 Enhancement Materials: Sapphire ×4, Flint ×5

Enhancement Materials from Level 2 to 3: Sapphire x6, Star Fragment x1 | E

nhancement Materials from Level 3 to 4: Sapphire x10, Star Fragment x2



◇ Acquisition Method

Purchase for 1400 Rupees at the jewelry store in Gerudo Town after completing the mini-challenge 'The Missing Owner'.

◆Evaluation

The effect is actually decent, but it's a single piece, and the price is high. Enhancement also requires corresponding gems. More importantly, it's not very noticeable when equipped, so it's only for collectors and the wealthy. For the mini-challenge 'The Missing Owner', please refer to page 99.

Topaz Earrings

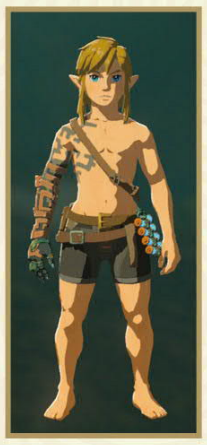
Initial Defense: 3	Max Defense: 20	Special effect: Shock Resistance Level 1

|0 Level 1 Enhancement Materials: Topaz ×2, Flint ×3 | 1→

Level 2 Enhancement Materials: Topaz ×4, Flint ×5 | 2→ Le

vel 3 Enhancement Materials: Topaz ×6, Star Fragment ×1 | 3→

Level 4 Enhancement Materials: Topaz ×10, Star Fragment ×2



◇ Acquisition Method

After completing the mini-challenge "The Missing Owner," purchase it for 1200 Rupees at the jewelry store in Gerudo Town.

▶Evaluation

The effect is actually decent, but it's a single piece, and the price is high. Strengthening it also requires corresponding gems. It's really only for collectors and whales. For the mini-challenge "The Missing Owner," please refer to page 99.

Opal Earrings

Initial Defense: 3	Max Defense: 20	Special Effect: Swim Speed Up (Level 1)

10 → Level 1 Enhancement Materials: Opal ×6, Flint ×5 | Le

vel 1 → Level 2 Enhancement Materials: Opal ×12, Flint ×10 | L

evel 2 → Level 3 Enhancement Materials: Opal ×18, Flint ×15 |

Level 3 → Level 4 Enhancement Materials: Opal ×30, Flint ×25

How to Obtain

After completing the mini-challenge "The Missing Owner," purchase it for 700 Rupees at the jewelry store in Gerudo Town.

▶Evaluation

The effect is weak, and it's only a single piece, and the price isn't cheap. Strengthening it also requires corresponding gems. It can only be said to be exclusive to collectors and whales. For the mini-challenge 'The Missing Owner,' please refer to page 99.

Amber Earrings

Initial Defense: 4	Maximum Defense: 28	Special effect: None

Level 0 → Level 1 Enhancement Materials: Amber ×10, Flint ×5
Level 1 → Level 2 Enhancement Materials: Amber ×20, Flint ×10
Level 2 → Level 3 Enhancement Materials: Amber ×35, Flint ×15
Level 3 → Level 4 Enhancement Materials: Amber ×60, Flint ×25

◇ Acquisition Method

Purchase from the jewelry store in Gerudo Town for 400 Rupees after completing the mini-challenge "The Missing Owner."

▶Evaluation

The defense is decent, but it has no special effects, and strengthening it requires corresponding gems. It's really only for collectors and whales. For the mini-challenge "The Missing Owner," please refer to page 99.

Well-worn Hair Clip

Initial Defense: 0	Maximum Defense: Cannot be enhanced	Special effect: None

◇ Acquisition Method

Friends who have played "Breath of the Wild" should know that Link has a house in Hateno Village. This house was later "occupied" by Zelda. Jump down the well next to the house, and you can find the Old Hairpin in a treasure chest.

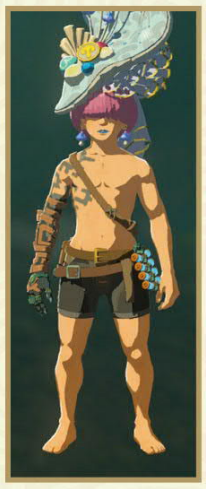
◆Evaluation

For nostalgia purposes only. Together with the other two pieces of Old gear, it can be combined to create the starting outfit from "Breath of the Wild," but don't expect much in terms of defense. However, judging from the in-game sorting, the development team doesn't acknowledge the Old set as a real set.

■ This is the location of Link's former home, now Zelda's home.

Sagnol Hat

Initial Defense: 5	Maximum Defense: Cannot be enhanced	Special Effect: None



◇ Acquisition Method

Obtained from Sagno in the armor shop after completing the Hateno Village mayoral election quest. Please refer to page 55.

▶Evaluation

This hat can be said to be the only female outfit in this game, but the appearance is a matter of opinion, and it is also difficult to find matching outfits.

Thunder Helm

Initial Defense: 3	Maximum Defense: Cannot be enhanced	Special Effect: Lightning Proof

◇ Acquisition Method

Head to the Yiga Clan base east of the Gerudo Highlands Skyview Tower. Only Yiga Clan members can enter here, so Link needs to collect and wear the full Yiga Clan set to enter. Go to the training ground and talk to the instructor on the central platform to start combat training. The first time is free, and subsequent attempts cost 100 rupees each. The training involves defeating a certain number of Yiga Clan members within 1 minute. Complete the final goal: defeat 9 people in 1 minute to obtain the Thunder Helm.

▶Evaluation

A Gerudo treasure from "Breath of the Wild" that somehow ended up in the hands of the Yiga Clan. Its effect is quite powerful, making it a top-tier item among individual pieces.

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Sand Boots

Initial Defense: 3	Max Defense: 20	Special Effect: Sand Speed Up

|0→1 Upgrade Materials: Swift Lizard ×3

| Level 1→2 Enhancement Materials: Gibdo Bone ×20, Swift Carrot ×5

| Level 2→3 Enhancement Materials: Gibdo Guts ×5, Rushroom ×10, Molduga Fin ×5 |

Level 3→4 Enhancement Materials: Molduga Guts ×5, Swift Violet ×10, Hearty Lizard ×5

◆ How to Obtain

Purchase at the Secret Club in Gerudo Town for 1300 Rupees. See the TIPS section of the Heat Resistance Armor Set.

▶Evaluation

Its use is very limited, only recommended for armor collectors.

Snow Boots

Initial Defense: 3	Max Defense: 20	Special effect: Increased speed on snow

|0→1 Upgrade Materials: Swift Lizard ×3

| Level 1→2 Enhancement Materials: Octorok Tentacle x5, Swift Carrot x5

| Level 2→3 Enhancement Materials: Octorok Balloon x5, Rushroom x20

| Level 3→4 Enhancement Materials: Naydra's Scale x2, Swift Violet x20

◇ Acquisition Method

Purchased for 1200 Rupees at the Secret Club in Gerudo Town. See the TIPS section of the Gerudo Set.

▶Evaluation

Its use is very limited, only recommended for armor collectors.

Bokoblin Mask

Initial Defense: 3	Maximum defense: Cannot be enhanced. Special effect: Bokoblins will not actively attack.

|0 Level 1 enhancement material: Swift Lizard ×3

1→2 Level enhancement material: Octo Balloon ×5, Swift Carrot ×5

| Level 2→3 Enhancement Materials: Octorok Balloon x5, Rushroom x20

| Level 3→4 Enhancement Materials: Naydra's Scale x2, Swift Violet x20

◇ Acquisition Method

Exchange with Koltin using Bubbul Gem. See the episode challenge "Koltin's Location" on page 63.

◆Evaluation

Although they won't be actively attacked, you also can't lower their guard, so its use is relatively limited. It's good for messing around, though.

Horriblins Mask

Initial Defense: 3, Max Defense: Cannot be enhanced.	Special Effect: Horriblins will not actively attack you.

◆ How to Obtain

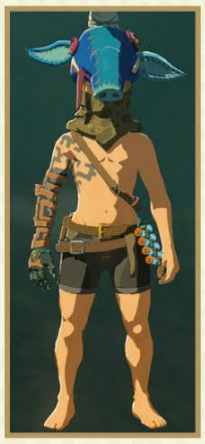
Exchange with Koltin for Bubbul gems. See the side adventure 'Koltin's Location' on page 63.

◆Evaluation

Although they won't be actively attacked, you also can't lower their guard, so its use is relatively limited. It's good for messing around, though.

Moblin Mask

Initial Defense: 3	Max Defense: Cannot be enhanced. Special Effect: Moblins will not actively attack.



◇ Acquisition Method

Exchange with Koltin using Bubbul Gem. See the episode challenge "Koltin's Location" on page 63.

◆Evaluation

Although they won't be actively attacked, you also can't lower their guard, so its use is relatively limited. It's good for messing around, though.

Lizard Warrior Mask

Initial Defense: 3	Maximum Defense: Cannot be enhanced. Special Effect: Lizalfos will not actively attack you.

◇ Acquisition Method

Exchanged with Koltin for Bubbul Gems. See the side adventure "Koltin's Location" on page 63.

◆Evaluation

Although they won't be actively attacked, you also can't lower their guard, so its use is relatively limited. It's good for messing around, though.

Lynel Mask

Initial Defense: 3	Maximum Defense: Cannot be enhanced	Special Effect: Lynels will not actively attack you.

◇ Acquisition Method

Exchanged with Koltin for Bubbul Gems. See the side adventure "Koltin's Location" on page 63.

◆Evaluation

Although they won't be actively attacked, you also can't lower their guard, so its use is relatively limited. It's good for messing around, though.

Tunic of Memories

Initial Defense: 4	Maximum Defense: 28	Special Effect: None

|0→1 Enhancement Materials: Silent Princess ×3, Light Dragon's Scale ×1

|1→2 Enhancement Materials: Silent Princess ×3, Light Dragon's Talon ×1, Farosh's Horn ×2

|2→3 Enhancement Materials: Silent Princess ×5, Light Dragon's Tooth ×1, Naydra's Horn ×2| 3→

4 Enhancement Materials: Silent Princess ×10, Light Dragon's Horn ×1, Dinraal's Horn ×2

◇ Acquisition Method

Exchangeable for 400 Poes at the Bargainer Statue. See the "A Call from the Depths" side adventure on page 67 for details about the Bargainer Statue.

▶Evaluation

This is the Champion's Tunic from Breath of the Wild. In this game, its hidden effect is: when equipped with the Master Sword, it allows you to fire sword beams even without full health (command is to throw). Since the upgraded Champion's Tunic also has this effect and higher defense, the Champion's Tunic (original) is not recommended.

Champion's Tunic (Upgraded)		
Initial Defense: 5	Maximum Defense: 32	Special Effect: None

10 → Level 1 Enhancement Material: Silent Princess ×3, Light Dragon's Scale ×2

| Level 1 → Level 2 Enhancement Material: Silent Princess ×3, Light Dragon's Talon ×2, Sundelion ×10

| Level 2 → Level 3 Enhancement Material: Silent Princess ×5, Light Dragon's Tooth Fragment ×2, Sundelion ×15

| Level 3→4 Enhancement Materials: Silent Princess x10, White Dragon's Horn x2, Sundelion x20

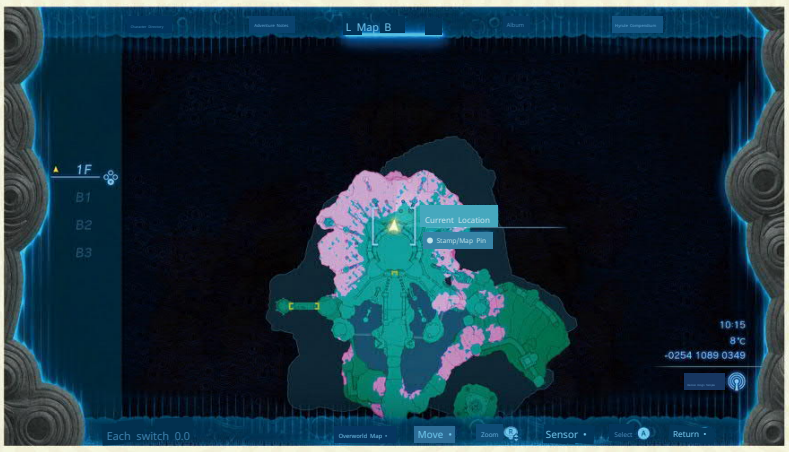
◇ Acquisition Method

It's located under the throne in Hyrule Castle's main hall. Those who have played the previous game will definitely be familiar with Hyrule Castle. However, this time, because Hyrule Castle has ascended into the sky, it will take some effort to infiltrate it, requiring us to master certain methods of ascending. In terms of difficulty, the hot air balloon is the easiest to obtain. After unlocking the blueprint, you can get the design. First, let's go to the Second Sanctum outside the castle in the surface world, which is located east of the Third Sanctum. After arriving at the Third Sanctum, start building a hot air balloon. Then, put a bundle of firewood in the hot air balloon and light it with fire. The hot air balloon will then ascend slowly, allowing us to enter the castle.

Next, we need to head towards the main hall. There are not many enemies along the way. If you find it annoying, just build another hot air balloon. It won't be long before you can enter the main hall. When you arrive in front of the throne, you will see two bonfires. Light them with fire, and the throne will move away. Underneath the throne, there is a treasure chest containing the New Champion's Tunic.

▶Evaluation

The hidden effect of this outfit is: when equipping the Master Sword, you can fire sword beams without having full hearts (the command is to throw). Although this effect is mediocre, considering that the initial defense is 5 points and it can be obtained early in the game, it's quite good for transitioning.



Blue Lobster Shirt

Initial Defense: 1	Maximum Defense: Cannot be enhanced	Special Effect: Heat Resistance Level 1

▶How to Obtain

In the waters off Lurelin Village. You'll need to create a foothold to use Ultrahand to pull the treasure chest up.

▶Evaluation

The defense is the lowest level, but considering the special effect and the ease of obtaining it, it can still be useful.

Ravio's Hood

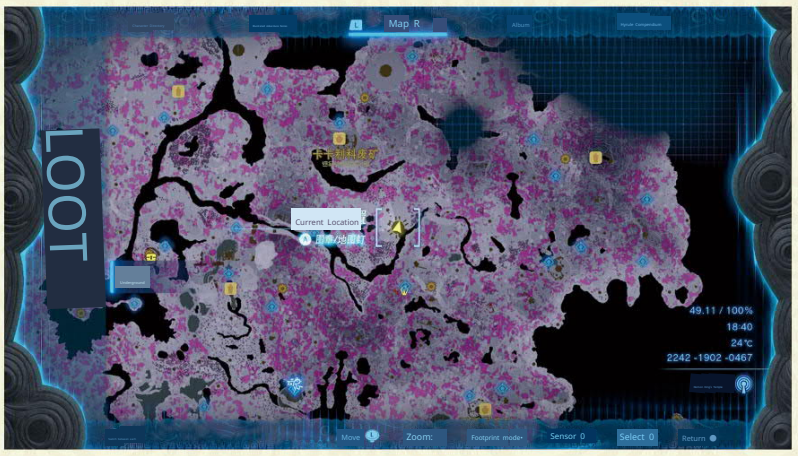
Initial Defense: 2	Maximum Defense: Cannot be enhanced	Special Effect: Increases horizontal climbing speed

◇ Acquisition Method

Obtained from the unlocked chest after defeating 5 waves of Lizalfos warriors in the secluded arena of the Depths. The secluded arena is located southeast of the Kakariko Mine Ruins in the Depths.

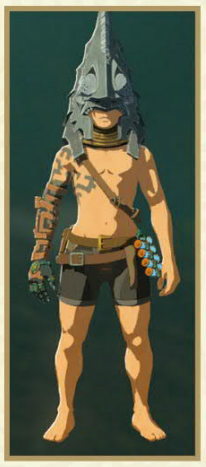
▶Evaluation

Looks like a rabbit head; more whimsical than practical.



Zant's Helmet

Initial Defense: 3	Maximum Defense: Cannot be enhanced	Special effect: Freeze Nullification

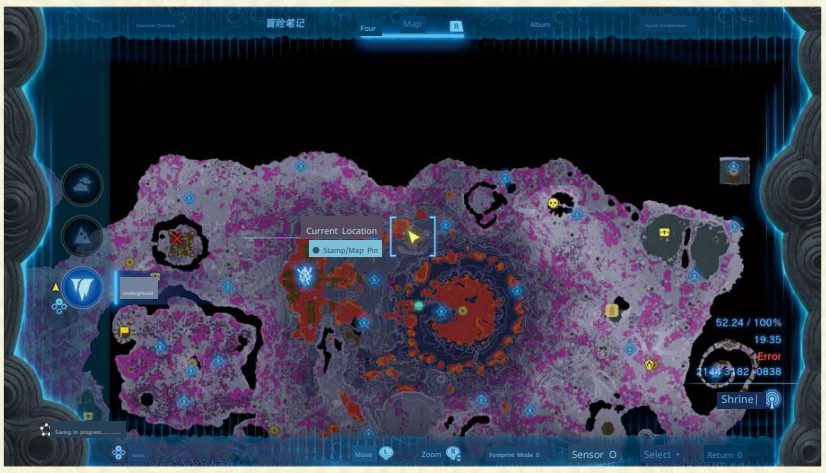


◆How to Obtain

Obtained from the unlocked treasure chest after defeating 5 waves of Moblins in the Scorching Coliseum in the Depths. The Scorching Coliseum is located underground from the Lizard Pond, north of Death Mountain in the surface world.

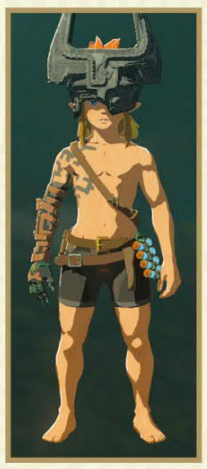
◆Evaluation

Only one piece of armor is needed to obtain a powerful effect, making it somewhat practical in special situations.



Midna's Helmet

Initial Defense: 7	Maximum Defense: Cannot be enhanced	Special effect: Gloom protection

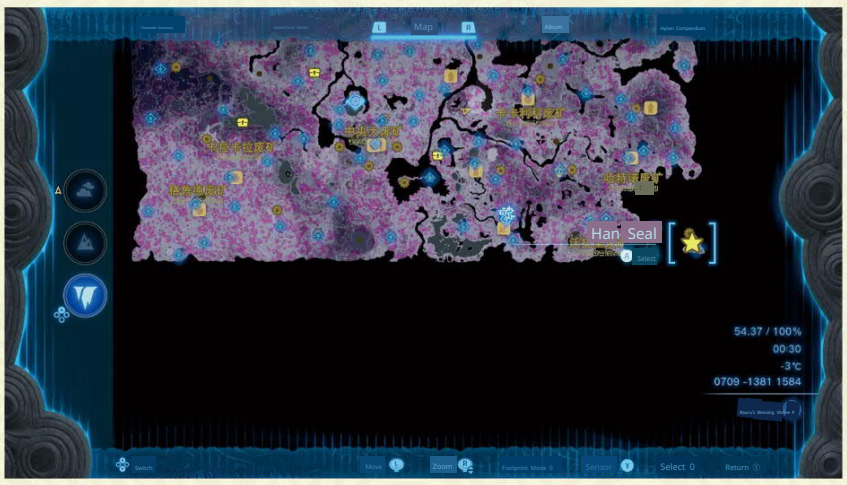


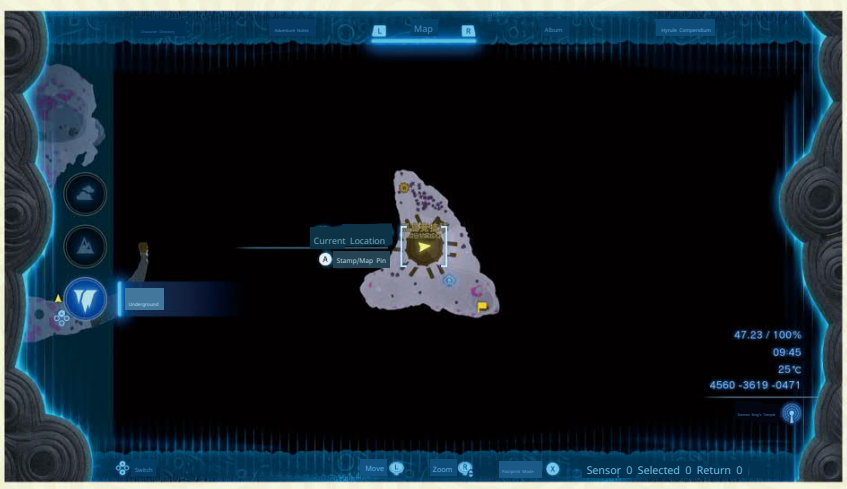
◇ Acquisition Method

Obtained from the unlocked chest after defeating 5 waves of Bokoblins in the isolated arena in the Underworld. The isolated arena is located underground of Sahatano Island in the Overworld (the large island in the southeastern corner of the map).

◆Evaluation

The initial defense is extremely high, but the Gloom resistance effect is quite poor, only adding one heart that recovers over time.





Majora's Mask

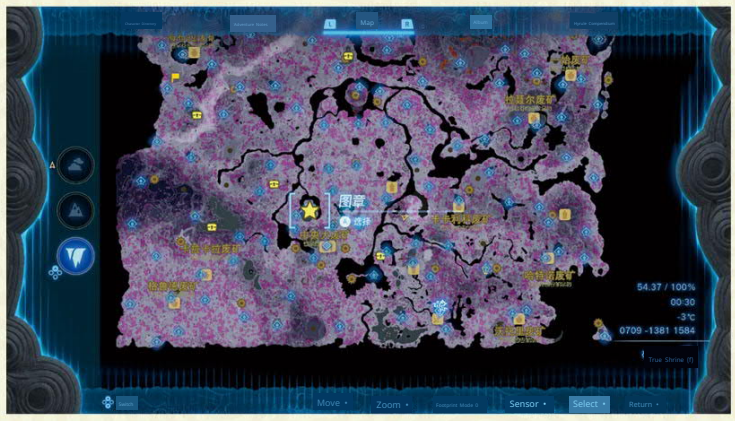
Initial Defense: 1	Max Defense: Cannot be enhanced. Special Effect: Normal monsters will not actively attack.

◆How to Obtain

Obtained from an unlocked treasure chest after defeating 5 Lynels in the Underground Coliseum. The Underground Coliseum is located beneath the Coliseum Ruins in the Surface World.

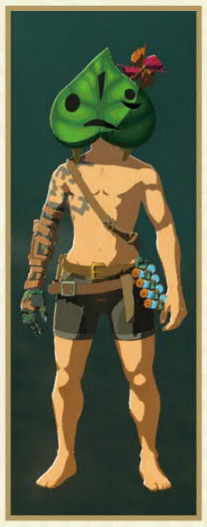
◆▶Evaluation

Commonly known as the coward's savior. When equipped, normal monsters (excluding bosses) will not actively attack the player, making it highly practical. Although the five consecutive Lynel battle has some difficulty, it is not a problem once you master the method.



Korok Mask

Initial Defense: 1	Max Defense: Cannot be enhanced	Special Effect: Detects nearby Koroks



◇ Acquisition Method

Obtained from the unlocked chest after defeating the Black Hinox in the Underground Coliseum. The location of the Dense Forest Coliseum is underground from the Korok Forest in the surface world. After teleporting to the nearest Ramapo Enku Root, you will see a series of Mighty Bananas on the surface leading Link to the Dense Forest Coliseum. You should be familiar with what happens if you pick up the bananas. After arriving at the coliseum, pick up the Mighty Bananas in the center, and the Yiga Clan will appear. They will summon a Black Hinox, and behind it is the chest containing the Korok Mask.

◆▶Evaluation

This is an artifact for finding Korok's friends on your own, but from a user experience perspective, it's not very good. It's better to refer to a guide.

Sheik's Mask		
Initial Defense: 2		Special Effect: Stealth Up Lv. 1
Max Defense: 16 | Upgrade Materials 1→2: Silent Princess ×1, Star Fragment ×1 | Upgrade Materials 1→2: Silent Princess ×2, Star Fragment ×2 | Upgrade Materials 2→3: Silent Princess ×4, Star Fragment ×3 | Upgrade Materials 3→4: Silent Princess ×8, Star Fragment ×4		

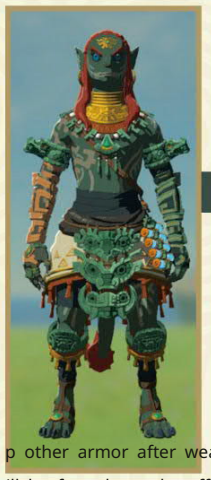
◇ Acquisition Method

Obtained from the unlocked chest after defeating 5 waves of Horriblins in the Desert Coliseum in the Depths. The Desert Coliseum is west of the Kusari Lightroot.

▶Evaluation

Similar to the Stealth Set, but without set bonuses. Purely for collection purposes.

Ancient Hero's Aspect		
Initial Defense: 12	Maximum Defense: 84	Special Effect: None
Level 1 Upgrade Material (10→1): Silver Bokoblin Horn ×9, Hinox Guts ×9, Zonai Charge ×15		
Level 2 Upgrade Material (1→2): Silver Moblin Horn ×9, King Gleeok Guts ×9, Large Zonai Charge ×10		
Level 2→3 Enhancement Materials: Silver Lizalfos Horn ×9, Molduga Guts ×9, Large Zonai Charge ×15		
Level 3→4 Enhancement Materials: Silver Lynel Saber Horn ×9, Silver Lynel Mace Horn ×9, Gleeok Guts ×9		



◆ How to Obtain

How to Obtain: After completing all 152 shrines, open the treasure chest located behind the Goddess Statue in the Temple of Time on the Great Sky Island.

▶Evaluation

As in "Breath of the Wild," if you can clear all the shrines in this game, you will also receive a special piece of armor, which is the Ancient Hero's Aspect. After equipping the Ancient Hero's Aspect, Link will automatically transform into the image of the ancient hero. Its initial defense is 12 points, and after being fully upgraded, it is 84 points, which is the highest of all armor. However, although the Ancient Hero's Aspect is a single piece, you cannot equip other armor after wearing it. As long as any part of the body is equipped with other armor, Link will be forced to take off the Ancient Hero's Aspect. Its level 2 upgrade set bonus is the Master Sword beam enhancement, which is not as practical as attack up. In any case, as the ultimate armor in this game, the Ancient Hero's Aspect is a goal worth pursuing for all players.

▲After transforming into the Ancient Hero, special dialogue will occur when talking to specific NPCs.

Complete Set Performance Quick Reference Guide

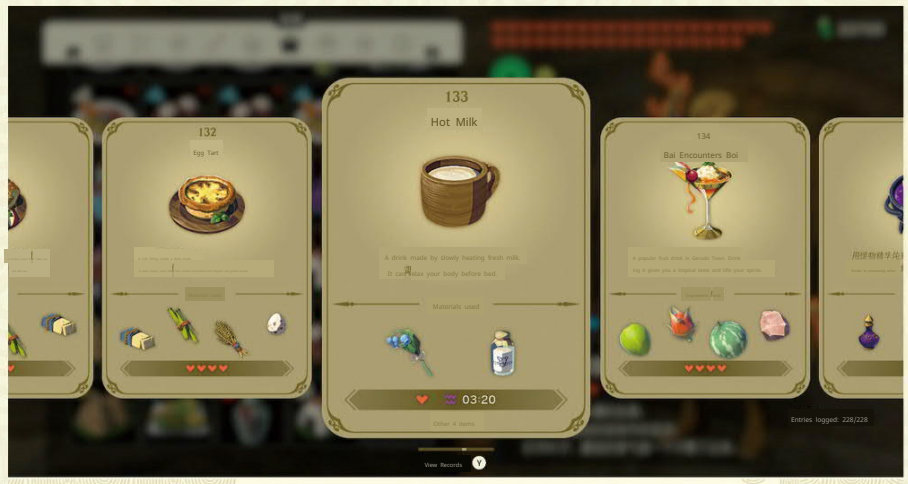
Set Name	Initial Defense Full	Level Defense	Special Effect	Level 2 Enhanced Set Bonus
Hylian Set	9	60	-	-
Hylian Soldier Set	12	84	-	-
Rito Set | Flamebreaker Set	9	60	Cold Resistance | Flame Guard	Freeze Immunity | Flame Immunity
Zora Armor	9	60	Swim Speed Up, Climb | Waterfall, Spin Attack	Swim Speed Up Stamina Enhancement
Gerudo Set	9	60	Heat Resistance|Shock Resistance	Reduces Paralysis Damage, Nullifies Lightning
Rubber Set	9	60		
Stealth Set	6	48	Improved stealth	Increased night movement speed | Climbing jump stamina consumption reduction | Bone disguise, proficient with bone weapons | Charged attack stamina consumption reduction
Climbing Set	9	60	Climbing Speed Up	
Barbarian Set	9	60	Attack Power Up	
Radiant Set	9	60	-	
Royal Guard Set | Froggy Set	12	72	-	
Glide Set | Dark Set | Mini Set | Ember Set | Flamebreaker Set	9	60	Reduced Slipping	Slip Immunity
	6	48	Enhanced Dive Maneuverability	Fall Damage Nullified| Gloom Protection 4 Hearts| Light Footsteps
	9	60	Gloom Protection 3 Hearts	
	9	60	Glowing	
	9	-	Damage Rupee Exchange	-
	6	48	Flame Attack in High Temperature	Charged Attack Enhancement in High Temperature

Set Name	Initial Defense Full	Level Defense	Special Effect	Level 2 Enhanced Set Bonus
Thunderclap Set	9	60	Electric attacks during thunderstorms	Enhanced charged attack during thunders
Blizzard Set	6	48	torms | Cold air attack in low temperatures	Enhanced charged attack in low temp
Yiga Clan Set	3	36	eratures, increased stealth, Yiga | Clan will not attack proactively	Increased movement speed at night
Zonai Set	12	84	Energy endurance	Energy recovery speed increased
Tingle Set	6	-	Increased movement speed at night	-
Phantom Set	24	-	Attack power increased	-
Phantom Ganon Set	12	-	Skeleton disguise, skilled with bones | Weapon	-
Dark Set	9	-	-	-
Fierce Deity Set	9	60	Attack power increased	Charge Attack Stamina Up
Dream Weaver Set	9	60	-	Attack Power Up
Wild Set | Tunic of Memories Set | Hero of Time Set	12	84	-	Attack Power Up|Attack Power Up|Attack Power Up|Attack Power Up
	9	60	-	
	9	60	-	
Wind Waker Set	9	60	-	
Twilight Hero Set	9	60	-	
Sky Hero Set	9	60	-	

☆ Cooking Compendium

Platform

The cooking system in "Tears of the Kingdom" is very similar to that in "Breath of the Wild." Of the 228 dishes included in the game, about 3/4 appeared in "Breath of the Wild." "Tears of the Kingdom" has added some new materials and effects, leading to some new dishes. In addition, this time the development team has also added a cooking memo, which will record the dishes that players have made, much to the delight of foodies. However, the cooking memo will only record the dishes that players have made; it will not give the most standard method for each dish, nor will it give hints for unknown dishes.



Material Overview

Although it's called a cooking system, players can create not only food but also potions and other miscellaneous items. All materials in the player's inventory, even those that are inedible, can be used to make dishes.

Apart from inedible items, all materials can be divided into three categories: food, medicine, and monster parts. They can also be classified based on whether they have effects other than recovery, into those with effects and those without.

Each material has two hidden values: time and level. Both affect the duration and intensity level of the final dish's effect.

Food Category

Food category materials refer to materials that can be eaten directly (such as meat, fish, mushrooms, wild vegetables, fruits, etc.), as well as materials used for flavoring (such as cane sugar, goat butter, Goron spice, oil jar, dark clump). Using food category materials, you can create a variety of delicious foods, which are the dishes numbered 1 to 204 in the Recipe Book.

If you only use food category materials, you will get dishes with restorative properties. If it contains materials with effects, the dish will also have the corresponding effect. However, if you use materials with multiple effects, the effects will cancel each other out, resulting in a dish with only restorative properties. When making dishes with food category materials + elixirs or monster materials, you can only get dubious food unless you meet specific recipes.

Common food category materials are divided into the following categories. Generally speaking, materials in the same category are interchangeable when making dishes, but there are exceptions. Understanding the classification of commonly used food category materials will make it easier to make dishes.

Fruits: Similar to real-world fruit classifications, including original fruits such as Chillfruit, Shock Fruit, Dazzlefruit, and Splash Fruit. The description specifies that inedible fruits are not included, such as Bomb Flowers and Puffshrooms. The newly added Hylian Tomato is unique, sometimes considered a fruit and sometimes not, depending on the recipe.

Mushrooms: A general term for various mushrooms and truffles. The description specifies that inedible mushrooms are not included, such as Puffshrooms.

Wild Vegetables: A general term for vegetables and wild grasses, including radishes, carrots, pumpkins, and various grasses. (Some grasses are not directly edible.)

Meat: Divided into animal meat and poultry, each with three levels: regular, high-grade, and top-grade. Some dishes require specific types and grades of meat.

Fish: Fish in the game are not divided into saltwater Fish and freshwater fish, anything with "fish" in the name counts as fish.

Seafood: The classification in the game is somewhat vague. It usually refers to Stealth Snails (only one type in this game) and various crabs, but sometimes certain fish (mostly sea bream) are also included, depending on the recipe.

Medicinal and Monster Ingredients

Medicinal ingredients refer to animal materials that cannot be eaten directly, specifically creatures numbered 73~92 in the Hyrule Compendium, including insects (butterflies, dragonflies, grasshoppers, stag beetles, fireflies), frogs, and lizards.

Monster materials refer to the materials dropped after defeating monsters, mostly organs from their bodies. The material names often include the name of the corresponding monster, and the types include teeth, horns, eyeballs, livers, claws, etc. These materials are also not directly edible.

Using elixirs combined with monster materials will result in potions with various effects. When making potions, you cannot use materials with multiple effects, otherwise you will only get dubious food. Elixir materials are mainly various insects, so if you use insects, remember to add monster materials. Conversely, as long as you satisfy the elixir + monster material requirement, you will always get a potion, so you can add food materials to increase the duration or effect during crafting.

Crafting Method

Having materials alone isn't enough; you also need specific crafting methods to turn them into dishes. Fortunately, the game greatly simplifies the crafting process, allowing you to complete various dishes with one click. There are four crafting methods for dishes in the game, which are briefly introduced below.

Cooking

This is the most common method. Find a pot and start a fire underneath it. Enter the materials interface in your inventory, press the X button or click on the material to select 'Hold,' which allows you to hold up to 5 materials in your hands. Then, press the B button to exit the material interface and throw the materials you're holding into the pot to start cooking.

Cooking requires both a pot and a fire, and the locations of pots in the game are fixed.

However, this game introduces a Zonai device called the Portable Pot, allowing players to cook anytime, anywhere. The Portable Pot is disposable and disappears after making one dish. Cooking recipes are numbered from 1 to 146 in the Recipe Book.

Unless otherwise specified, the dishes mentioned in this article refer to those made by cooking.

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Roasting

Simply throw the ingredients into the fire, and after a certain period, you'll obtain roasted food. The recovery effect is better than eating the ingredients directly, but the original special effects of the food will disappear. Materials that cannot be roasted will disappear after being burned. In extremely hot areas like volcanoes, you can automatically roast materials by simply placing them on the ground. Roasting can only be done with single ingredients; throwing out 5 materials at once is equivalent to roasting 5 different items separately.

Ingredients. Fire-element weapons can be used to grill ingredients directly.

Compared to cooking, grilling is a very uneconomical practice. In "Breath of the Wild," grilling could be used as an emergency measure due to the absence of a portable pot. With the portable pot available in this game, grilling becomes much less significant. However, grilled dishes occupy a large section in the cooking compendium, from entry number 147 to 197, all being grilled recipes.

Frozen

Low-temperature treatment of ingredients can produce frozen dishes. All frozen dishes have a heat resistance effect for 1 minute. In cold and snowy areas, placing specific ingredients on the ground will quickly freeze them. However, this game has increased the difficulty of naturally freezing ingredients, so it is recommended to

Use ice-element weapons for artificial low-temperature processing.

Freezing can only be done with single materials; throwing out 5 materials at once is the same as freezing 5 different materials separately. Cooking memos numbered 199-214 are all frozen dishes.

Hot Spring

This is a special cooking method; only one dish is made using hot springs: the hot spring egg. Simply place bird eggs in the hot spring, and they will turn into

hot spring eggs. However, in the game, it's called boiled egg, which is a bit of a problematic translation, to be honest.

Naming rules for ingredients and dishes with effects

Besides restoring Link's hearts, dishes also have special effects. Especially elixirs, which do not have restorative properties (but can gain restorative effects by adding food-type ingredients).

Recovery), only special effects. If the sole purpose was to restore hearts, the game wouldn't need to design so many materials and dishes.

Naming rules for materials with effects

As we mentioned before, cooking ingredients are divided into those with effects and those without. Most ingredients with effects have special prefixes in their names, which can be used to

determine what kind of special effect you will get when using them in cooking. The specific rules for naming ingredient effects are as follows:

Health: Fully restores hearts and temporarily increases the maximum heart capacity.

Stamina: Restores stamina.

Stamina: Fully restores stamina and temporarily increases the stamina limit.

Chilly: Increases heat resistance. Warm: Increases cold resistance. Zapper: Increases shock resistance. Flameguard: Increases fire resistance.

Haste: Increases movement speed

Stealth / Quiet: Reduces the sound made when moving

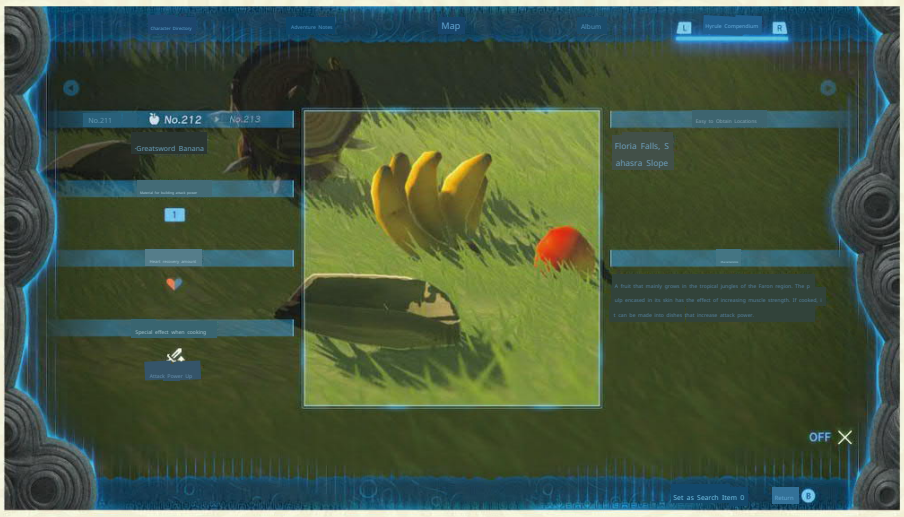
Sound

Greatsword: Increases attack power, Armor: Increases defense

Bright: Makes Link's body glow.

Sundelion: Heals gloom corruption.

Adhesion: Reduces slipping



Naming Rules for Effect-Boosting Dishes

You can also determine the special effects of a dish based on the prefix of its name. This naming rule is similar to that of

materials, but there are exceptions. The specific naming rules for dishes are as follows:

Health: Fully restores hearts and temporarily increases the maximum heart capacity.

Stamina: Restores stamina.

Energizing: Fully restores stamina and temporarily increases maximum stamina

Cooling: Increases heat resistance; Spicy: Increases cold resistance; Electro: Increases shock resistance; Fireproof: Increases fire resistance; Hasty: Increases movement speed; Sneaky: Reduces noise made while moving

Mighty: Increases attack power

Hard: Increases defense
Bright: Makes Link's body glow
Radiant: Heals gloom corruption
Anti-slip: Reduces slipping
Exorcising: Gloom protection

Cool: Cold air attack in low temperatures

Scorching: Flame attack in high temperatures

Prickly: Electric current attack during thunderstorms

Hydrating: Increases swimming speed

Recovery Power Algorithm

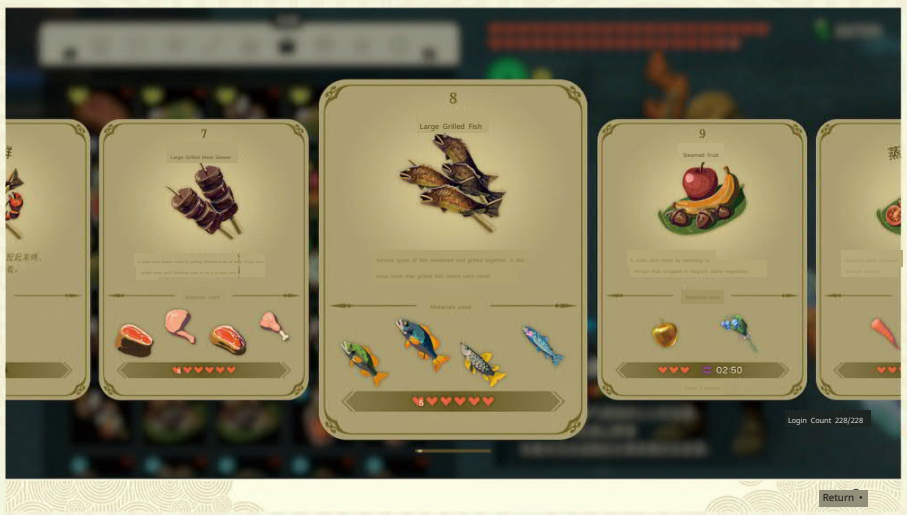
Regarding recovery, all cooked dishes (i.e., made in a pot) (including elixirs) have a recovery value equal to twice the sum of the recovery values of the ingredients used. If the recovery exceeds 30 hearts, the recovery will become a "full recovery." However, a small number of ingredients do not follow this rule.

Grilled dishes have a recovery value of 1.5 times the recovery value of the ingredients.

The recovery power and material recovery of frozen dishes

Same recovery, but adds a 1-minute heat resistance effect.

When cooking materials with "life" in their names, using just one can achieve a "full recovery" effect, and it will also increase the heart container limit (commonly known as "yellow hearts"). If a critical success is triggered, it can add an additional yellow heart. However, the total number of red hearts + yellow hearts cannot exceed 40.



Effect duration calculation

As we mentioned before, each ingredient has two hidden values: time and level. When a dish has an effect, the effect has a duration and intensity level. The ingredient's time directly affects the duration of the dish's effect.

The duration of a dish is the sum of the durations of the ingredients used. For example, Mighty Bananas, a common attack-boosting ingredient, has a duration of 50 seconds. Five Mighty Bananas would total 250 seconds (displayed as 4 minutes and 10 seconds in the game). Of course, this method uses a lot of materials, while effect-less materials

Ingredients also have time values, so you can use 1 Mighty Bananas and 4 non-effect ingredients to make attack-boosting dishes.

However, when using effect-less materials to increase the duration of a dish or elixir, be aware of a hidden rule in the game: each repeated effect-less food material can only add 30 seconds. For example, 1 Mighty Banana (50 seconds) plus 1 Bird Egg (90 seconds) results in a duration of 140 seconds; but 1 Mighty Banana plus 2 Bird Eggs only results in a duration of 170 seconds, not 230 seconds. From

From this, we know that if it's 1 Mighty Bananas and 4 bird eggs, then the duration will only be 50+90+30+30+30=230. 秒。

However, the above rules only apply to food materials without effects and are invalid for monster materials without effects. Since food materials are difficult to mix with potion or monster materials, making potions is more suitable if you want to pursue effects, because making potions

You can repeatedly add monster materials without worrying about the hidden 30-second rule.

Through the table below, you can quickly find out the time value of food materials, so you can quickly calculate the number of materials needed to make dishes with the corresponding duration. Note that some materials are exceptions, please see the text below for details.

Duration table for effect materials

Effect	Increase Time
Greatsword	50 seconds
Armor	50 seconds
Swift	60 seconds
Stealth	120 seconds
Bright	120 seconds
Stick Together	120 seconds
Warm	150 seconds
Cold	150 seconds
Tingly	150 seconds
Flame Resistance	150 seconds

Duration table for food materials with no effects

Type	Increase time by
Meat,	30 seconds
fish, f	
ruit, and	30 seconds
mushro	30 seconds
oms	
	30 seconds
Wild vegetables	30 seconds
Korok Frond	40 seconds
Acorn	50 seconds
Hyrule Rice	60 seconds
Tabantha Wheat	60 seconds
Rock Salt	60 seconds
Cane Sugar	80 seconds
Fresh Milk	80 seconds
Goat Butter	80 seconds
Oil Jar	80 seconds
Hateno Cheese	80 seconds
Goron Spice	90 seconds
Bird Egg	90 seconds

Duration of monster-type material effects

Based on increasing duration, monster-type materials can be divided into 3 tiers: 70 seconds, 110 seconds, and 190 seconds. This tier is determined by the monster's body part. As long as the body part is the same, regardless of the monster, the effect is generally the same. Therefore, it is recommended to use common mob materials. However, there are exceptions to this rule. For example, the Evermean (including Obsidian and Frost) Large Fang is only worth 70 seconds, instead of the 110 seconds of other monsters. But the Evermean's Liver is still 190 seconds.

Seconds.

70 seconds: Non-elemental Chuchu Jelly, Heads, Horns, Wings, Tentacles, Balloons, Bones

110 seconds: Elemental Chuchu Jelly, Feet, Claws, Hooves, Fins, Fangs, Eyeballs, Nails, Gizzard Stones, Dragon Rock

190 seconds: Livers, Tails

Besides the parts from common enemies, elemental Chu Chu Jelly is also relatively easy to obtain and can be converted in batches using elemental attacks.

Since monster materials can only be used for elixirs, let's use a simple example to illustrate how to calculate the duration of an elixir's effect.

Let's take +2 Fireproof Lizalfos Horns and +2 Lynel Guts as an example to make a fireproof elixir.

In the effect duration table for food materials, we can find that the duration of the Fireproof Lizalfos itself is 150 seconds, eyeballs are 110 seconds, and guts are 190 seconds. 150 + 110 + 110 + 190 + 190 = 750 seconds. The game displays this as 12 minutes and 30 seconds, which matches the calculation.

Algorithm for Effect Strength Levels

As mentioned earlier, each material with an effect has a level value (materials without effects can be considered to have a level value of 0). The strength level of a dish or elixir is equal to the sum of the levels of the materials used. When this value reaches a certain point, the effect will upgrade, with a minimum of level 1 and a maximum of level 3. Taking attack-boosting dishes and elixirs as an example, level 1 is 1 small sword icon, and level 3 is 3 small sword icons.

Taking the Mighty Bananas as an example of an attack-boosting material, its level value is 2. A level 1 attack boost requires 5 levels, and a level 3 attack boost requires 7 levels.

Therefore, 3 Mighty Bananas can make a level 2 attack-boosting dish, while 4 Mighty Bananas can make a level 3 attack-boosting dish.

Unfortunately, the level values of each material are hidden. Additionally, with the introduction of new effects like luminescence and slip resistance in this game, we are temporarily unable to provide the level values for all materials or the corresponding level values for each level of all effects. However, the principle remains the same: materials with equivalent effects are treated similarly.

cook the ingredients together. Note that when making elixirs, ensure you don't get a Dubious Food. Ensure there is at least 1 monster material, otherwise you will only

Special Materials

There are also some special materials in the game that, when used for cooking, do not follow the above rules and have their own unique effects. Here's an introduction to them.

× Dragon Scale: Increases duration by 90 seconds, restores 1.25 hearts, and guarantees a critical success.

× Dragon's Claw: Duration increased by 210 seconds, recovery power +2 hearts, guaranteed critical success.

X Dragon's Tooth Fragment: Duration increased by 630 seconds, recovery power +2.5 hearts, guaranteed critical success.

× Dragon Horn Fragment: Duration is fixed at 30 minutes, restores +3.75 hearts, and is guaranteed to be a great success.

Star Fragment: Increases duration by 90 seconds, guarantees a critical success.

Fairy: When used alone, it restores 7 hearts. When cooked with other materials, each fairy adds 30 seconds to the duration and restores 10 hearts.

Golden Apple: Duration increased by 50 seconds, recovery power +3 hearts, guaranteed critical success.

Monster Extract: The most special material. It ◀ ignores the level and duration of other materials (when mixed with materials that guarantee critical success, critical success is not guaranteed), and gives random effects. The rules are as follows:

Duration: 1 minute, changed to 10 minutes, or 30 minutes. Choose one of the three.

Effect Strength: Level +1, Level -1, or no effect. Choose one of the three.

Recovery Power: +3 hearts, changed to 0.25 hearts Hearts, no effect. Choose one of three.

About Critical Successes

When cooking, there is a certain chance of a 'Great Success', which results in better recovery or special effects. Adding seasonings like cane sugar or goat butter increases the chance of a Great Success. However, adding dragon-type materials or cooking during a Blood Moon guarantees a Great Success.

A dish that is a critical success will randomly select one of three buff effects, as follows:

- Restores +3 hearts
- Effect duration +5 minutes
- Effect level +1

Note that if you use dragon horn series to make dishes, the duration is still fixed at 30 minutes instead of 35 minutes.

Culinary Compendium

001 Grill

ed Mushroom Skewer

Instructions

Cook any kind of mushroom

002

Roasted Meat and Mushroom Skewer

Instructions

Cook any meat + any mushroom

003

Grilled Fish and Mushroom Skewer

Instructions

Cook any fish + any mushroom

004

Grilled Meat Skewer

Instructions

Cook any meat

Regarding the effect duration boost of materials when used in cooking, you can check it in the Hyrule Compendium. However, it should be noted that the compendium is not exhaustive, as most teeth and claw materials are not included. Additionally, the effect duration boost shown in the compendium is 30 seconds less than the actual duration. For example, if it displays 40 seconds, it is actually 70 seconds. This is because the official calculation formula is different.

005

Roasted Fish

Instructions

Cook any fish

006

Seafood Skewer

Instructions

Cook any crab/stealth snail

007

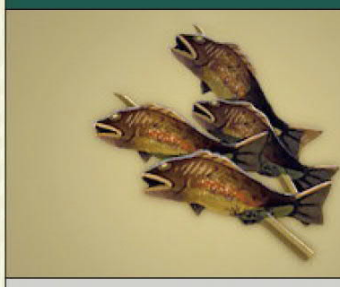
Large Grilled Meat Skewer

Instructions

Cook at least 4 different types of meat

008

Large Grilled Fish



Instructions

Cook at least 4 different types of fish

009

Steamed Fruit

Instructions

Cook any wild greens + any fruit

010

Steamed Vegetable Tomato

Instructions

Cook any wild greens + Hylian Tomato

011

Steamed Mushrooms

Instructions

Cook any mushroom + any wild greens

012

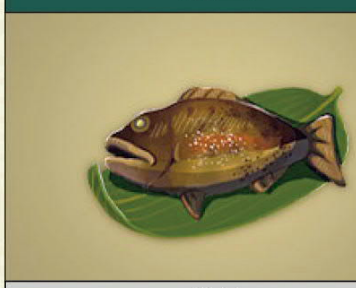
Steamed Meat

Instructions

Cook any wild greens + any meat

013

Steamed Fish



Instructions

Cook any wild vegetables + any fish

014

Sauteed Sunshroom

Instructions

Cooking Sunshroom

015

Sauteed Nuts

Instructions

Cooking Bird Egg / Acorn

016

Sauteed Greens

Instructions

Cooking any wild greens

017

Large portion of sauteed vegetables

Instructions

Cook at least 4 different types of wild vegetables

018

Original Roast

Instructions

Cooking Stamina Grass

019

Sautéed Butter

Instructions

Cooking Goat Butter + Stamina Grass

020

Large Grilled Mushroom Skewer

Instructions

Cooking at least 4 different types of mushrooms

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021

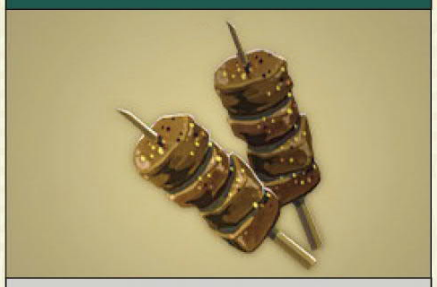
Roasted Meat Skewer

Instructions

Cooking Goron Spice + Meat

022

Gourmet Roasted Meat Skewer



Instructions

Gourmet Meat Fry: Goron Spice + Gourmet Meat

023

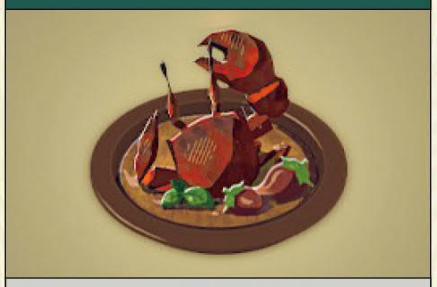
Prime Roasted Meat Skewer

Instructions

Prime Meat Fry: Goron Spice + Prime Meat

024

Fried Crab

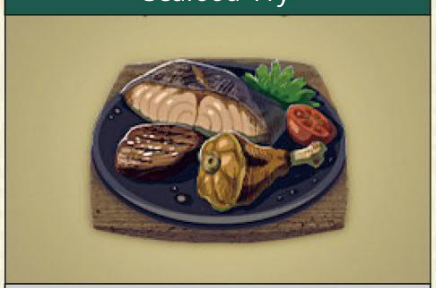


Instructions

Crab Stir-Fry: Goron Spice + Any Crab

025

Seafood Fry



Instructions

Cook meat (beast or bird) + any fish

026

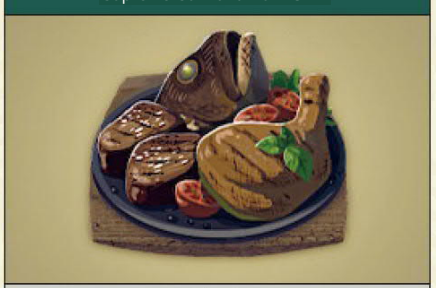
Gourmet Surf and Turf Grill

Instructions

Cooking gourmet meat / poultry + any fish

027

Supreme Surf and Turf Grill

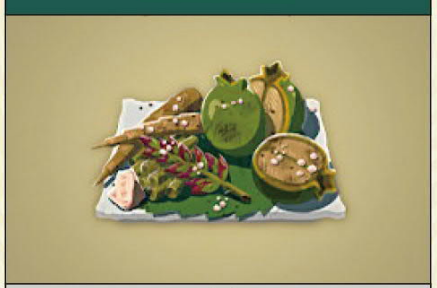


Instructions

Cooking prime meat / poultry + any fish

028

Salt-Grilled Greens



Instructions

Cooking rock salt + any wild greens

029

Salt-Grilled Mushrooms

Instructions

Cooking: Rock Salt + Any Mushroom

030

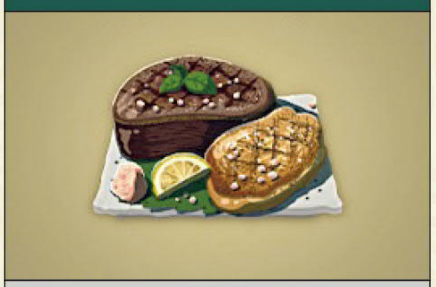
Roasted Meat with Rock Salt

Instructions

Cook Rock Salt + Raw Meat/Poultry

031

High-Quality Roasted Meat with Rock Salt



Instructions

Cook Rock Salt + Gourmet Meat/Poultry

032

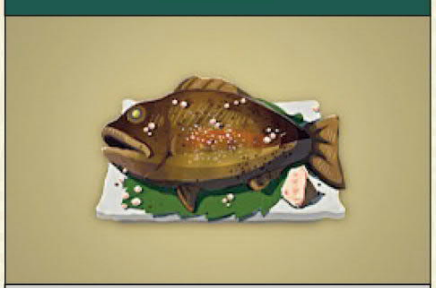
Top-Quality Roasted Meat with Rock Salt

Instructions

Cook Rock Salt + Prime Meat/Poultry

033

Salt-Grilled Fish



Instructions

Cooking Rock Salt + Any Fish

034

Rock Salt Grilled Crab

Instructions

Cooking Rock Salt + any Crab

035

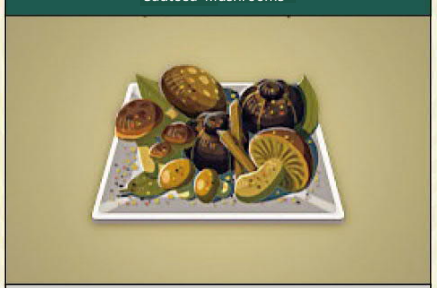
Sauteed Herbs

Instructions

Cooking any Wild Greens + Goron Spice

036

Sauteed Mushrooms

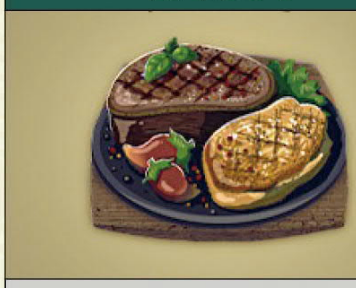


Instructions

Cooking any Mushroom + Goron Spice

037

Spicy Sauteed Meat



Instructions

Cook Warm Safflina + Any Meat

038

Spicy Fried Fish

Instructions

Cooking Spicy Pepper + any fish

039

Oil-Stewed Seafood

Instructions

Cooking Oil Jar + Endura Shroom + any fish/crab/Sneaky River Snail

040

Deep-Fried Poultry

Instructions

Cooking Oil Jar + poultry

041

Deep-Fried Gourmet Poultry

Instructions

Cooking Pot + Prime Poultry

042

Fried Prime Poultry

Instructions

Cooking Pot + Top-Quality Poultry

043

Pan-Fried Fish

Instructions

Cooking Goat Butter + Tabantha Wheat + Any Fish (except Sea Bream or Salmon)

044

Pan-Fried Porgy

Instructions

Cooking Goat Butter + Tabantha Wheat + Any Sea Bream

045

Fried Salmon

Instructions

Cooking Goat Butter + Tabantha Wheat + Any Salmon

046

Fruit and Mushroom Mix

Instructions

Cook any mushroom + any fruit

047

Stewed Fruit

Instructions

Cook any fruit

048

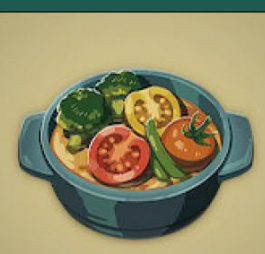
Large Stewed Fruit

Instructions

Cook at least 4 different kinds of fruit

049

Stewed Tomato

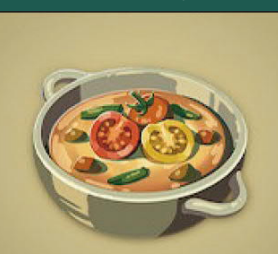


Instructions

Cooking with Hylian Tomato

050

Tomato Soup

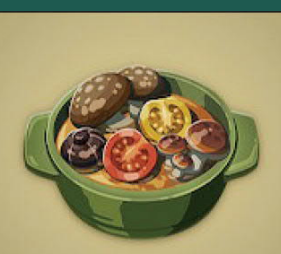


Instructions

Cook Hylian Tomato + Rock Salt + Fresh Milk

051

Stewed Mushrooms with Tomato

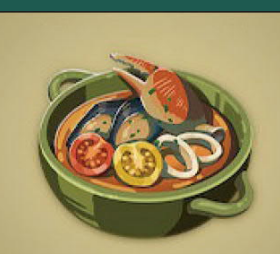


Instructions

Cook Hylian Tomato + Any Mushroom

052

Seafood Tomato Soup



Instructions

Cook Hylian Tomato + Rock Salt + Any Fish

053

Vegetable Cream Soup

Instructions

Cooking Rock Salt + Fresh Milk + Any Wild Vegetable

054

Vegetable Cream Soup

Instructions

Cook Rock Salt + Fresh Milk + Any Pumpkin/Carrot

055

Mushroom Cream Soup

Instructions

Cook Rock Salt + Fresh Milk + Any Mushroom + Any Wild Greens

056

Meat Cream Soup

Instructions

Cook Rock Salt + Fresh Milk + Any Meat + Any Wild Greens

057

Seafood Milk Soup

Instructions

Cook Rock Salt + Fresh Milk + Any Fish + Any Wild Greens

058

Seafood Chowder

Instructions

Cooking Fresh Milk + Tabantha Wheat + Goat Butter + Sneaky River Escargot

059

Hearty Milk Soup

Instructions

Cooking Electric Safflina + Hydromelon + Fresh Milk + Heart Radish/Big Heart Radish

060

Ambrosial Vegetable Stew

Instructions

Cooking Courser Bee Honey + Any Wild Greens

061

Mushroom Stew

Instructions

Cooking: Energetic Honeybee Honey + Any Mushroom

062

Glee Stewed Meat

Instructions

Cook Courser Bee Honey + any meat

063

Glee Stewed Fish

Instructions

Cook Courser Bee Honey + any fish

064

Curry Rice

Instructions

Cook Hylian Rice + Goron Spice

065

Vegetable Curry Rice

Instructions

Cooking: Hylian Rice + Goron Spice + Any Pumpkin/Carrot

066

Meat Curry Rice

Instructions

Cooked Hylian Rice + Goron Spice + Meat

067

High-Quality Meat Curry Rice

Instructions

Cooked Hylian Rice + Goron Spice + Prime Meat

068

Prime Meat Curry Rice

Instructions

Cooked Hylian Rice + Goron Spice + Gourmet Meat

069

Poultry Curry Rice

Instructions

Cooking: Hylian Rice + Goron Spice + Poultry

070

Gourmet Poultry Curry Rice

Instructions

Cooked Hylian Rice + Goron Spice + Prime Meat

071

Prime Poultry Curry Rice

Instructions

Cooked Hylian Rice + Goron Spice + Gourmet Meat

072

Seafood Curry Rice

Instructions

Cooked Hylian Rice + Goron Spice + Any Snapper

073

Cheesy Curry

Instructions

Cooked Hylian Rice + Goron Spice + Hateno Cheese

074

Carrot Stew

Instructions

Cook Fresh Milk + Goat Butter + Tabantha Wheat + Any Carrot

075

Pumpkin Stew

Instructions

Cook Fresh Milk + Goat Butter + Tabantha Wheat + Any Pumpkin

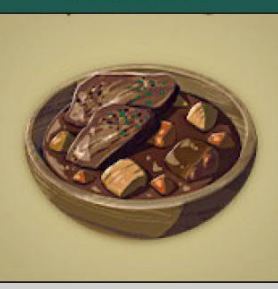
076

Meat Stew

Recipe: Cook Fresh Milk + Goat Butter + Tabantha Wheat + Meat / Poultry

077

Gourmet Meat Stew



Instructions

Cooking Fresh Milk + Goat Butter + Tabantha Wheat + Prime Meat/Poultry

078

Prime Meat Stew

Instructions

Cook Fresh Milk + Goat Butter + Tabantha Wheat + Gourmet Meat/Poultry

079

Pumpkin Meatloaf

Instructions

Cook any Pumpkin + any Meat

080

Vegetable Risotto

Instructions

Cook Hylian Rice + Rock Salt + Goat Butter + any Pumpkin/Carrot

081

Mushroom Risotto

Instructions

Cook with Hylian Rice + Goat Butter + Rock Salt + Any Mushroom

082

Salmon Risotto

Instructions

Cook Hylian Rice + Goat Butter + Rock Salt + Hearty Salmon

083

Crab Risotto

Instructions

Cook Hylian Rice + Goat Butter + Rock Salt + Any Crab

084

Cheesy Risotto

Instructions

Cook Hylian Rice + Hateno Cheese + Rock Salt + Any Mushroom/Fish

085
Poultry Paella

Instructions

Cook: Hylian Rice + Bird Egg + Goat Butter + Poultry

086
Gourmet Poultry Pilaf

Instructions

Cooked Hylian Rice + Bird Egg + Goat Butter + Gourmet Poultry

087
Prime Poultry Pilaf

Instructions

Cooked Hylian Rice + Bird Egg + Goat Butter + Prime Poultry

088
Seafood Paella

Instructions

Cooked Hylian Rice + Goat Butter + Rock Salt + Mighty Pince/Armored Pince + Any Sea Bream

089
Curry Rice

Instructions

Cook with Hylian Rice + Goat Butter + Goron Spice

090
Fried Egg and Rice

Instructions

Cooked Hylian Rice + Bird Egg

091
Seared Meaty Rice Balls

Instructions

Cooked Hylian Rice + Bird Egg + Oil Jar + Any Meat

092
Seafood Fried Rice

Instructions

Cooked Hylian Rice + Rock Salt + Any Sea Bream

093
Crab Omelet Rice

Instructions

Cook Hylian Rice + Bird Egg + Rock Salt + Any Crab

094
Meat Rice Bowl

Instructions

Cook Hylian Rice + Rock Salt + Raw Meat

095
High-Quality Meat Rice Bowl

Instructions

Cook Hylian Rice + Rock Salt + Gourmet Meat

096
Supreme Meat Rice Bowl

Instructions

Cook Hylian Rice + Rock Salt + Prime Meat

097
Cheesy Meat Bowl

Instructions

Cooking: Hylian Rice + Rock Salt + Hateno Cheese + Meat

098
Gourmet Meat and Cheese Rice Bowl

Instructions

Cooking Hylian Rice + Rock Salt + Hateno Cheese + Gourmet Meat

099
Prime Meat and Cheese Rice Bowl

Instructions

Cooking Hylian Rice + Rock Salt + Hateno Cheese + Prime Meat

100
Vegetable Rice Ball

Instructions

Cooking Hylian Rice + Any Wild Greens

101

Mushroom Rice Ball

Instructions

Cook Hylian Rice + any mushroom

102

Meat Rice Ball

Instructions

Cook Hylian Rice + any meat

103

Seafood Rice Ball

Instructions

Cook Hylian Rice + any fish/crab/Sneaky River Snail

104

Vegetable Milk Porridge

Instructions

Cook Hylian Rice + Fresh Milk + any wild greens

105

Wheat Bread

Instructions

Cooking Tabantha Wheat + Rock Salt

106

Melty Cheesy Bread

Instructions

Cooking Tabantha Wheat + Hateno Cheese

107

Tomato Pizza

Instructions

Cooking Tabantha Wheat + Hateno Cheese + Hyrule Tomato

108

Meat Pie

Instructions

Cooking Tabantha Wheat + Goat Butter + Rock Salt + Any Meat

109

Fish Pie

Instructions

Cooking Tabantha Wheat + Goat Butter + Rock Salt + Any Fish

110

Tomato Cheese

Instructions

Cooking Hateno Cheese + Hylian Tomato

111

Seafood Cheese Bake

Instructions

Cooking Hateno Cheese + Any Fish

112

Omelet

Instructions

Cooking Bird Egg

113

Vegetable Omelet

Instructions

Cooking bird egg + goat butter + rock salt + any wild greens

114

Mushroom Omelet

Instructions

Cooking bird egg + goat butter + rock salt + Cooking bird egg + Hateno cheese + rock salt + any mushroom any wild greens

115

Cheesy Omelet

Instructions

116

Buttered Apple

Instructions

Cooking goat butter + apple/golden apple

System Overview
Main Story Challenges
Plot Challenges
Mini Challenges
Temple Strategies
Krog's Fruit
CHAPTER 7 Database
In-depth Research

117 Honey fruit

Instructions

Cook honey from an energetic honeybee + any fruit except apples

118 Honeyed Apple

Instructions

Cooking Courser Bee Honey + Apple/Golden Apple

119 Honey Candy

Instructions

Cooking Courser Bee Honey

120 Fried Banana

Instructions

Cooking Mighty Bananas + Tabantha Wheat + Cane Sugar

121 Egg Pudding

Instructions

Cooked Bird Egg + Fresh Milk + Cane Sugar

122 Plain Crepe

Instructions

Cooking Tabantha Wheat + Cane Sugar + Fresh Milk + Bird Egg

123 Strawberry Crepe

Instructions

Cooking Tabantha Wheat + Cane Sugar + Fresh Milk + Bird Egg + Strawberry

124 Honey Crepe

Instructions

Cooking Tabantha Wheat + Bird Egg + Cane Sugar + Fresh Milk + Courser Bee Honey

125 Nutcake

Instructions

Cooking Tabantha Wheat + Goat Butter + Cane Sugar + Bird Egg / Acorn

126 Fruitcake

Instructions

Cook Tabantha Wheat + Cane Sugar + Apple/Golden Apple/Strawberry + Any Fruit Note: The 3rd and 4th ingredients in this recipe cannot be the same. For example, if the 3rd ingredient is apple, then the 4th ingredient cannot be apple again, but it can be a Golden Apple.

127 Carrot Cake

Instructions

Cooking Tabantha Wheat + Goat Butter + Cane Sugar + Any Carrot

128 Pumpkin Pie

Instructions

Cooking Tabantha Wheat + Goat Butter + Cane Sugar + Any Pumpkin

129 Cheesecake

Instructions

Cooking Tabantha Wheat + Cane Sugar + Hateno Cheese

130 Fruit Pie

Instructions

Cook Tabantha Wheat + Cane Sugar + Goat Butter + Any Fruit Except Apple/Golden Apple/Mighty Bananas

131 Apple Pie

Instructions

Cook Tabantha Wheat + Cane Sugar + Goat Butter + Apple/Golden Apple

132 Egg Tart

Instructions

Cook Bird Egg + Tabantha Wheat + Cane Sugar + Goat Butter

133

Hot Milk

Instructions

Cooked Fresh Milk

134

Bae meets Boi

Instructions

Cooked Coconut + Zapfruit + Hydromelon + Rock Salt

135

Monster Stew

Instructions

Cooking monster extract + any meat + any fish

136

Monster Soup

Instructions

Cooking Tabantha Wheat + Goat Butter + Fresh Milk + Monster Extract

137

Monster Curry Rice

Instructions

Cook Hylian Rice + Goron Spice + Monster Extract

138

Monster Rice Ball

Instructions

Cook Hylian Rice + Rock Salt + Monster Extract

139

Monster Cake

Instructions

Cook Tabantha Wheat + Cane Sugar + Goat Butter + Monster Extract

140

Demon Stew

Instructions

Cook any Meat + any Fish + Dark Clump

141

Dark Tonic

Instructions

Cooking Tabantha Wheat + Fresh Milk + Goat Butter + Dark Clump

142

Dark Curry Rice

Instructions

Cooking Hylian Rice + Goron Spice + Dark Clump

143

Demon Rice Ball

Instructions

Cooking Hylian Rice + Rock Salt + Dark Clump

144

Demon Cake

Instructions

Cooking Tabantha Wheat + Cane Sugar + Goat Butter + Dark Clump

145

Dubious Food

Instructions

Cooking monster or insect materials without fulfilling other recipe requirements

146

Rock-Hard Food

Instructions

Cooking hard materials such as ores or bundles of wood without fulfilling other recipe requirements

147

Roasted Apple

Instructions

Roasted Apple

148

Roasted Golden Apple

Instructions

Roasted Golden Apple

System Overview
Main Story Challenges
Plot Challenges
Mini Challenges
Temple Strategies
Krog's Fruit
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In-depth Research

149

Roasted Sunshroom

Instructions

Roasted Spicy Pepper

150

Roasted Hylian Tomato

Instructions

Roasted Hylian Tomato

151

Roasted Strawberry

Instructions

Grilled Strawberry

152

Roasted Electric Fruit

Instructions

Grilled Electric Fruit

153

Roasted Icy Watermelon

Instructions

Roasted Icy Hylian Tomato

154

Roasted Coconut

Instructions

Roasted Palm Fruit

155

Roasted Mighty Bananas

Instructions

Seared Mighty Bananas

156

Roasted Swift Lotus Seeds

Instructions

Seared Swift Lotus Seeds

157

Toasted Mighty Thistle

Instructions

Sauteed Big Sword Grass

158

Toasted Armoranth

Instructions

Sauteed Armoranth

159

Roasted Swift Carrot

Instructions

Seared Swift Carrot

160

Roasted Endura Carrot

Instructions

Seared Endura Carrot

161

Roasted Armor Pumpkin

Instructions

Grilled Armor Pumpkin

162

Roasted Sundelion

Instructions

Grilled Sundelion

163

Roasted Small Radish

Instructions

Roasted Heart Radish

164

Roasted Big Radish

Instructions

Roasted Big Hearty Radish

165

Roasted Sky Mushroom

Instructions

Roasted Sky Shroom

166

Roasted Hyrule Mushroom

Instructions

Roasted Hyrule Herb

167

Roasted Endura Shroom

Instructions

Grilled Stamina Mushroom

168

Roasted Swift Shroom

Instructions

Grilled Hasty Mushroom

169

Toasty Warm Mushroom

Instructions

Grilled Sunshroom

170

Chilly Grilled Mushroom

Instructions

Grilled Chillshroom

171

Toasted Rushroom

Instructions

Seared Shockshroom

172

Toasted Mighty Bananas

Instructions

Seared Mighty Bananas

173

Toasted Armoranth

Instructions

Grilled Armoranth

174

Toasted Silent Shroom

Instructions

Grilled Sneaky River Snail

175

Toasted Brightcap

Instructions

Grilled Brightcap

176

Toasted Endura Shroom

Instructions

Grilled Endura Shroom

177

Sauteed Hearty Truffle

Instructions

Sauteed Hearty Truffle

178

Sauteed Big Hearty Truffle

Instructions

Sauteed Big Hearty Truffle

179

Roasted Meat

Instructions

Seared Meat

180

Roasted Prime Meat

Instructions

Seared Prime Meat

System Overview
Main Story Challenges
Plot Challenges
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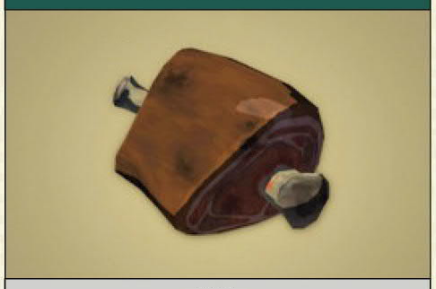
In-depth Research

181

Roasted Gourmet Meat

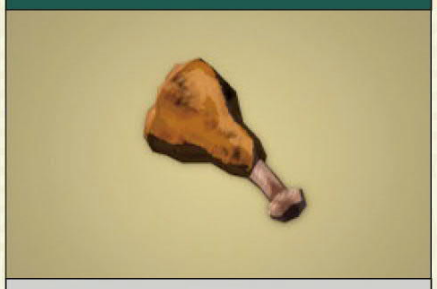


Instructions

Prime Meat Skewer

182

Roasted Bird Thigh

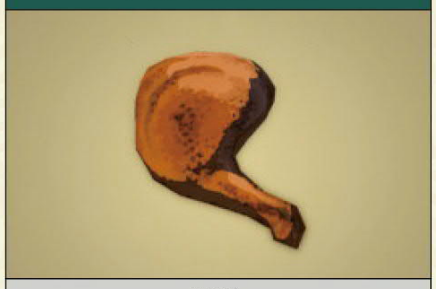


Instructions

Poultry Meat Skewer

183

Gourmet Poultry Meat Skewer

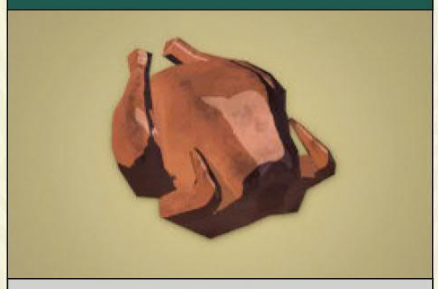


Instructions

Gourmet Poultry Skewer

184

Prime Poultry Meat Skewer

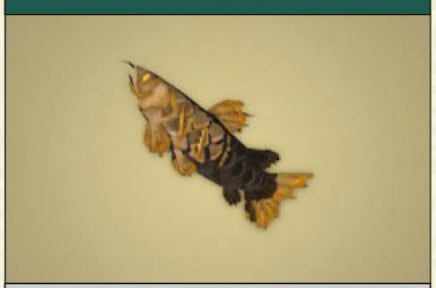


Instructions

Prime Poultry Skewer

185

Grilled Arowana



Instructions

Grilled Ancient Arowana

186

Grilled Bass

Instructions

Grilled any Bass other than Hearty Bass

187

Grilled Trout

Instructions

Seared Any Trout

188

Grilled Carp

Instructions

Seared Any Carp

189

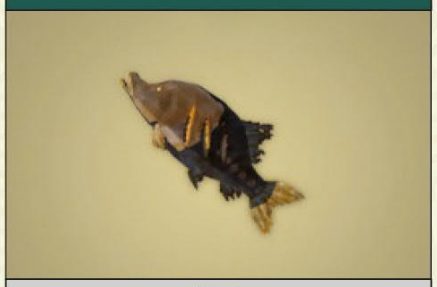
Roasted Porgy

Instructions

Grilled Any Snapper

190

Roasted Hylian Loach



Instructions

Grilled Glowing Cave Fish

191

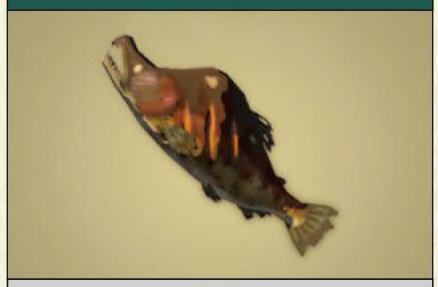
Roasted Hearty Bass

Instructions

Grilled Hearty Bass

192

Roasted Hearty Salmon



Instructions

Grilled Hearty Salmon

193

Grilled Crab

Instructions

Seared Crab (any)

194

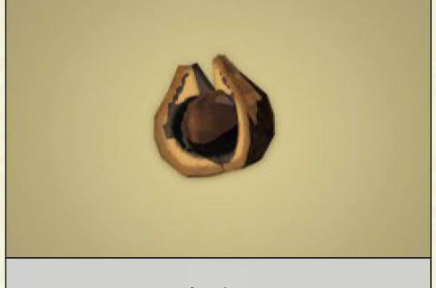
Grilled Sneaky River Snail

Instructions

Seared Sneaky River Snail

195

Roasted Palm Fruit

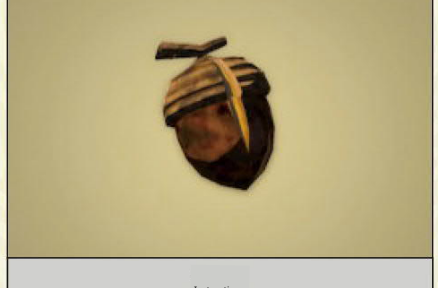


Instructions

Roasted Bird Fruit Skewer

196

Roasted Acorn



Instructions

Roasted Acorn

197

Fried Egg

Instructions

Grilled Bird Egg

198

Boiled Egg

Instructions

Place the bird egg in a hot spring

199

Frozen Meat

Instructions

Frozen Meat

200

High-Quality Frozen Meat

Instructions

Frozen Prime Meat

201

Top-Tier Frozen Meat

Instructions

Frozen Top-Quality Beast Meat

202

Frozen Bird Thigh

Instructions

Frozen Bird Meat

203

Frozen Gourmet Bird Thigh

Instructions

Frozen High-Quality Bird Meat

204

Top-Quality Frozen Bird Meat

Instructions

Frozen Prime Poultry

205

Frozen Arowana

Instructions

Frozen Ancient Arowana

206

Frozen Bass

Instructions

Frozen any type of Bass except Hearty Bass

207

Frozen Trout

Instructions

Frozen any type of Trout

208

Icy Lizalfos Tail

Instructions

Frozen Mighty Carp

209

Frozen Sea Bream

Instructions

Frozen Any Snapper

210

Frozen Hyrule Loach

Instructions

Frozen Glowing Cave Fish

211

Frozen Hearty Bass

Instructions

Frozen Hearty Bass

212

Frozen Hearty Salmon

Instructions

Frozen Hearty Salmon

213

Frozen Crab

Instructions

Freeze any crab

214

Frozen Sneaky River Snail

Instructions

Freeze Sneaky Snail

215

Endura Elixir

Instructions

Cook Restless Cricket/Energetic Rhino Beetle + any monster part

216

Hasty Elixir

Instructions

Cook Swift Frog/Swift Lizard + any monster part

217

Spicy Elixir

Instructions

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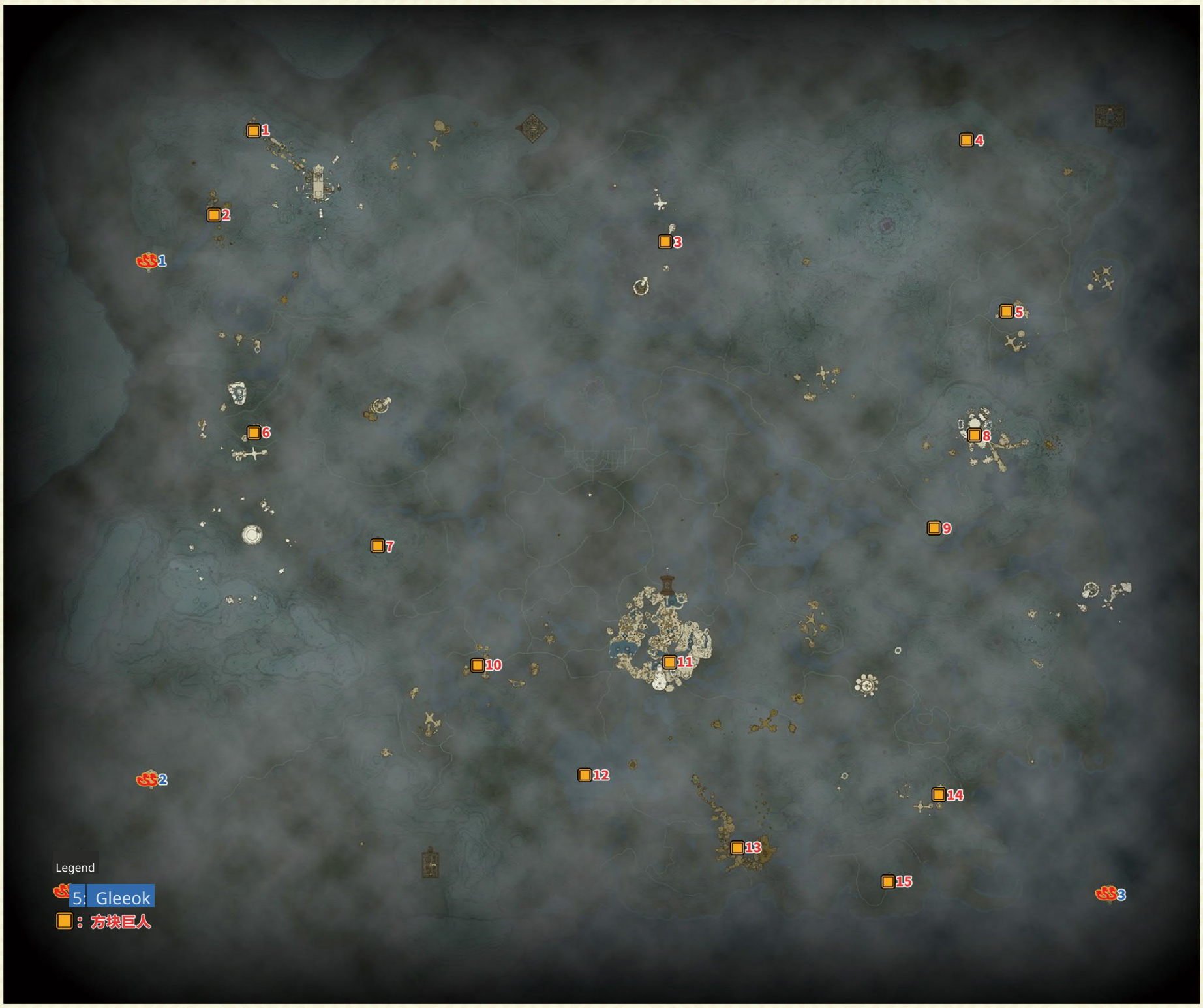
Cooking a Fairy

CHAPTER 8 Sea

In-depth Research

Sky World Map BOSS



System Overview
Main Story Challenges
Plot Challenges
Mini Challenges
Temple Strategies
Krog's Fruit
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CHAPTER 8 In-Depth Research

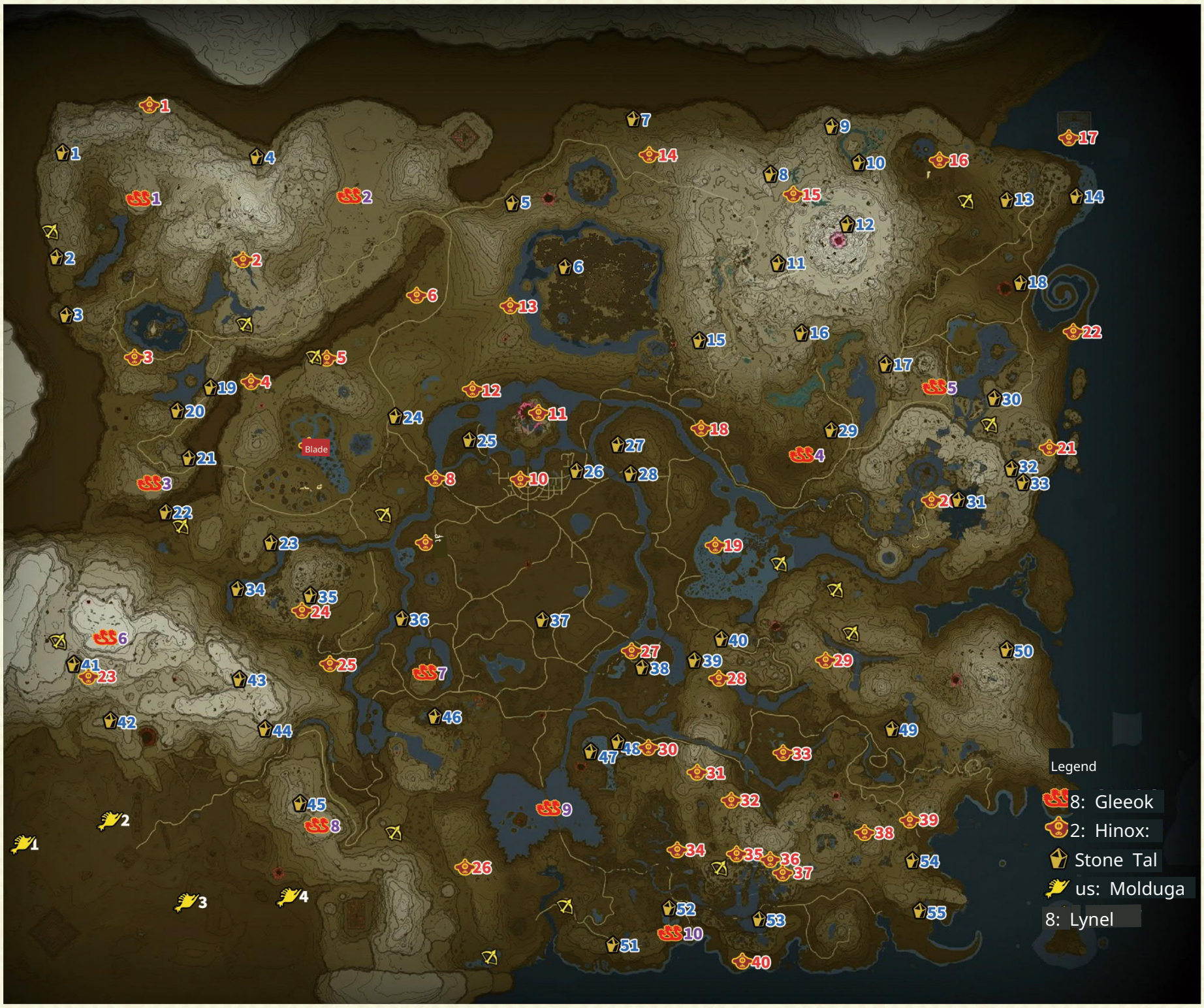
Block Golem

Number	Type
1	Block Golem
2	Block Golem
3	Block Golem
4	Flux Construct II
5	Flux Construct II
6	Flux Construct III
7	Flux Construct II,
8	Flux Construct I
9	Cube Golem (Medium)
10	Cube Golem (Medium)
11	Block Golem
12	Flux Construct II
13	Flux Construct II
14	Flux Construct III
15	Flux Construct III

Gleeok

Number	Type
1	King of the Ancient Chestnut
2	King of the Ancient Chestnut
3	King of the Ancient Chestnut

Surface World Map BOSS Let



Hinox

Number	Type
1	Blue Hinox,
2	Hinox, Stalno
3	x
4	Hinox
5	Stalnox (Cave east of Kukuja Valley)
6	Bokoblin, Bo
7	koblin, Boko
8	blin, Stalnox
9	
10	Stalnox (Royal Secret Passage)
11	Black Hinox (Appears in main story challenges)
12	Hinox, Hinox
13	, Black Hino
14	x
15	Stalnox
16	Stalnox (Skull Pond Cave), Black
17	Hinox (North Akkala Coast Cave)
18	Hinox
19	Stalnox (Well on South Island)
20	Blue Hinox
21	Blue Hinox (Cave east of Urli Gorge)
22	Black Hinox
23	Black Hinox
24	Regular Hinox (Satori Mountain Foothill Cave)
25	Blue Hinox
26	Blue Hinox

27	Hinox
28	Hinox
29	Stalnox Stal
30	nox
31	Blue Hinox
32	Black Hinox
33	Hinox Black
34	Hinox
35	Blue Hinox (Lutus Lake Cave)
36	Regular Hinox (Lodrum Lake Tunn
37	el), Black Hinox (Kralle Lake Cave)
38	Stalnox
39	Blue Hinox
40	Black Hinox

Stone Talus

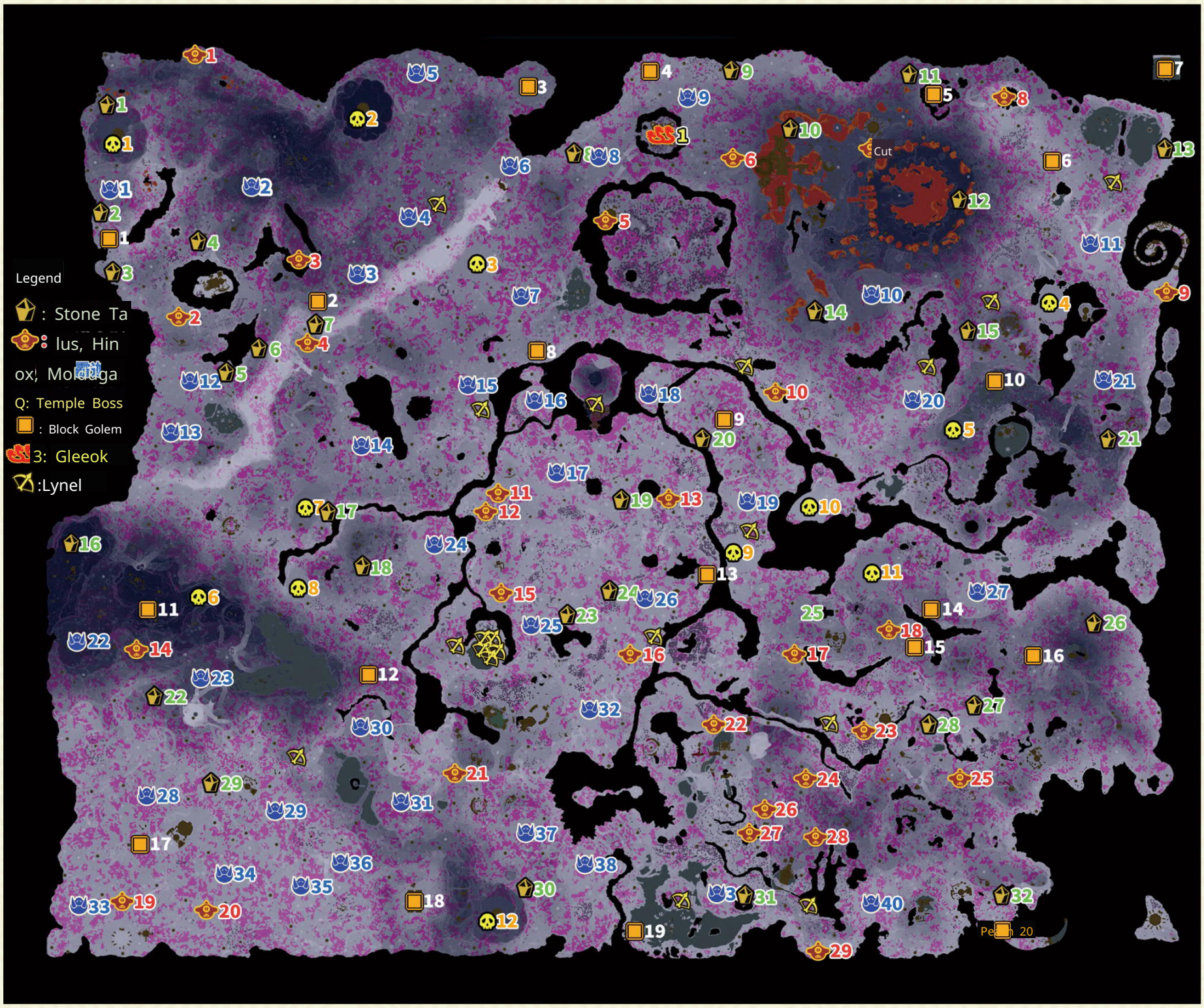
Number	Type
1	Frost Gleeok
2	Frost Gleeok
3	Stone Pebblit
4	Frost Gleeok
5	Stone Talus (Rare)
6	Stone Talus
7	Stone Talus (Luminous)
8	Magma Golem
9	Magma Golem
10	Stone Talus (Luminous)
11	Magma Golem
12	Magma Gleeok (Death Mountain East Tunnel)
13	Stone Talus
14	Stone Talus (Rare)
15	Magma Golem
16	Magma Golem
17	Stone Pebblit
18	Stone Pebblit
19	Stone Pebblit
20	Stone Talus
21	Stone Talus
22	Stone Talus (Rare)
23	Stone Pebblit
24	Stone Pebblit
25	Stone Pebblit
26	Stone Pebblit
27	Stone Talus (Luminous) (Gergle Hill Cave)
28	Stone Pebblit
29	Stone Talus (Luminous)
30	Stone Pebblit
31	Stone Talus (Luminous) (Ancient Zora Waterwo
32	rks), Stone Talus (Luminous) (Cave south of Ura Gorge)
33	Stone Talus (Luminous)
34	Stone Talus (Luminous)
35	Stone Talus (Luminous)
36	Stone Pebblit
37	Stone Talus
38	Stone Talus
39	Stone Pebblit
40	Igneo Talus (Luminous) (Shortcut to Lanayru Wetlands)
41	Frost Gleeok
42	Stone Pebblit
43	Frost Gleeok
44	Stone Talus (Rare)
45	Stone Talus (Rare)
46	Stone Pebblit
47	Igneo Talus (Luminous) (Akkala Village Ruins Well)
48	Stone Pebblit
49	Stone Talus (Luminous)
50	Frost Gleeok
51	Stone Talus (Rare)
52	Stone Talus (Rare)
53	Stone Talus (Rare)
54	Stone Talus (Luminous)
55	Stone Pebblit

Gleeok

Number	Type
1	: Frost Gleeok
2	, Ice Gleeok
3	Flame Gleeok
4	Flame Gleeok (in the sky)
5	Thunder Glee
6	ok, Frost Gle
7	eok, Thunder Gleeok, Fla
8	me Gleeok, F lame Gleeok
9	
10	Thunder Gleeok

▲ Flame Gleeok No. 4 is located in the sky.

Underground World Map BOSS



Gleeok Gleeokma

Number	Type
1	White Frox
2	White Frox
3	White-Maned Lynel,
4	White-Maned Lynel
5	White Frox
6	Obsidian Frox
7	Obsidian Frox
8	Obsidian Frox
9	Obsidian Frox
10	Frox
11	Obsidian Frox, W
12	hite-Maned Frox
13	White Frox
14	Obsidian Frox
15	Obsidian Frox
16	White-Maned F
17	rox, Frox, Whit
18	e-Maned Frox
19	White Frox
20	Obsidian Frox
21	Obsidian Frox
22	White Frox
23	White Frox
24	Obsidian Lynel,
25	Standard Lynel
26	Frox
27	Obsidian Frox
28	Obsidian Frox
29	Obsidian Frox
30	Frox
31	Frox
32	Frox
33	Obsidian Frox
34	Frox
35	Frox
36	Frox
37	Frox
38	Frox
39	Obsidian Frox
40	White Frox

Hinox

Number	Type
1	Black Hinox
2	Stalnox
3	Black Hinox
4	Blue Hinox
5	Black Hinox
6	Stalnox
7	Stalnox
8	Stalnox
9	Black Hinox
10	Blue Hinox
11	Stalnox
12	Stalnox, Hin
13	ox
14	Black Hinox
15	Hinox
16	Hinox
17	Black Hinox
18	Stalnox
19	Blue Hinox
20	Stalnox
21	Hinox
22	Stalnox
23	Black Hinox
24	Blue Hinox
25	Stalnox
26	Blue Hinox
27	Blue Hinox
28	Blue Hinox
29	Black Hinox

Stone Talus

Number	Type
1	Stone Talus (Rare)
2	Stone Talus (Rare)
3	Stone Pebblit
4	Frost Gleeok
5	Stone Talus (Rare)
6	Stone Pebblit
7	Stone Talus (Rare)
8	Stone Talus (Luminous)
9	Stone Talus (Luminous)
10	Magma Golem
11	Stone Talus (Luminous)
12	Magma Golem
13	Stone Talus (Luminous)
14	Magma Golem
15	Stone Pebblit
16	Frost Gleeok
17	Stone Pebblit
18	Stone Talus (Luminous)
19	Stone Talus
20	Stone Talus (Rare)
21	Stone Talus (Luminous)
22	Stone Talus
23	Stone Talus
24	Stone Pebblit
25	Stone Talus (Rare)
26	Stone Talus (Luminous)
27	Stone Talus (Luminous)
28	Frost Gleeok
29	Stone Talus
30	Stone Talus
31	Stone Talus (Luminous)
32	Stone Pebblit

Block Golem

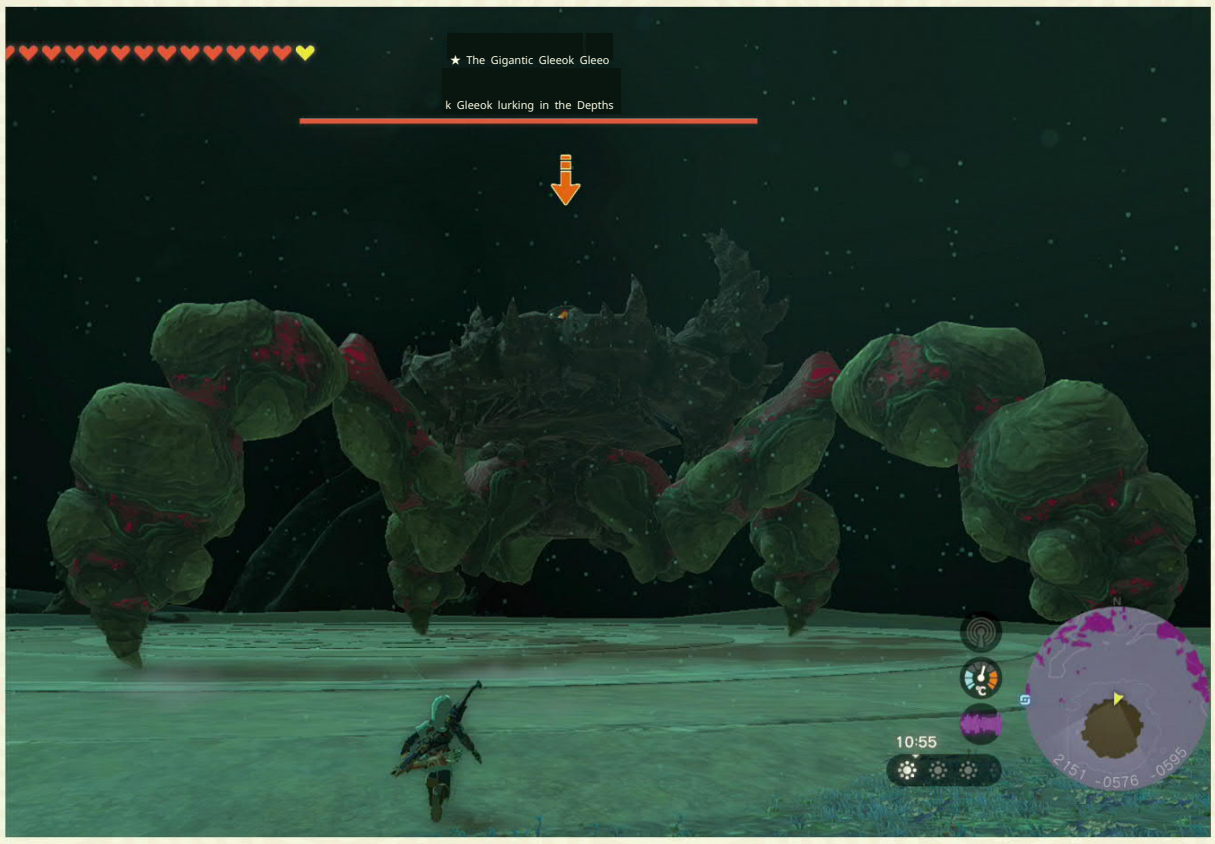
Number	Type
1	Flux Construct II
2	Flux Construct II
3	Flux Construct II
4	Cube Golem (Medium)
5	Cube Golem (Medium)
6	Cube Golem (Medium)
7	Flux Construct II
8	Cube Golem (Medium)
9	Flux Construct II,
10	Flux Construct I
11	Flux Construct II
12	Block Golem
13	Flux Constr
14	uct Flux Construct II Flux Constr
15	uct II Flux Construct II Flux Const
16	ruct II Flux Construct II Flux Co
17	nstruct III Flux Construct
18	
19	
20	Flux Construct II

Temple Boss

Number	Type
1	Frost Gleeok
2	Frost Gleeok
3	Octorok,
4	Octorok,
5	Octorok
6	Queen Ghibo
7	Queen Ghibo
8	Gohma the Giant Rock
9	Queen Ghibo
10	Gohma the Giant Rock
11	Gohma the Giant Rock
12	Frost Gleeok

Gleeok

Number	Type
1	King of the Ancient Chestnut



△List of Strong Enemies to Defeat

Numerous formidable enemies are scattered across the sky, surface, and underground, characterized by a large health bar appearing on the screen during combat. Defeating them yields valuable rewards. They respawn after a Blood Moon, allowing for repeated encounters, so be cautious.

Details on defeating strong enemies is divided into 6 categories, which can be found using the Hyrule Compendium and Map. Note that most strong enemies have some sub-categories, which are calculated separately in the Compendium. Keep this in mind when searching.

Stone Talus

Stone Taluses are bosses that existed in "Breath of the Wild." They typically appear as a pile of rocks or a large boulder, emerging when disturbed by the player. The Stone Talus primarily attacks with its fists, slamming the ground at close range and throwing its fists from a distance. When both fists are gone, it will dig up two more rocks from the ground to use as fists, repeating this process.

The Rock Talus's weak point is the ore on its body. If you can manage to attack the ore, it will kneel and be stunned for a period of time. At this point, you can climb onto it and unleash a flurry of melee attacks. Some weapons, like the Cobble Crusher, are especially effective against it. However, be aware that when the Rock Talus kneels, its body still has an attack hitbox, and the damage is considerable.

There are six types of Rock Taluses: Normal, Luminous, Rare, Igneo Talus, Frost Talus, and Rock Octorok. While this game lacks the bombs from "Breath of the Wild," defeating Rock Taluses is even easier. Besides directly using arrows with eyeballs attached to attack the ore, you can wait for it to throw its fist and use Recall on the fist. This will cause the Rock Talus to be defeated by its own fist. Additionally, after approaching the Rock Talus, use Ascend on its belly to directly reach its back and take the opportunity to attack. However, when the Rock Talus awakens, you should quickly land, or you will be shaken off. If the opponent is an Igneo Talus or Frost Talus, climbing directly onto it will cause heart damage due to the fire or ice on its body. However, simply attack its body with an element that counters its own, and it will kneel immediately. Attacking its fist can also make it kneel, but the fire or ice on its body will not disappear, so attacking the body is preferable.

The Igneo Talus is a new variant in this game. This enemy has a platform on its body with some Bokoblins on it. To deal with an Igneo Talus, besides using Ascend to directly reach the platform for a massacre, you can also use a bow and arrow with a Muddle Bud on the Igneo Talus. This will cause it to fight with the Bokoblins next to it. Once the Bokoblins are gone, you can use Ascend to easily defeat it.

Defeating Stone Taluses yields a large amount of ore, making it a good way to earn money. The rare and common versions are difficult to distinguish visually. The difference is that the rare version drops higher-value ores (including diamonds). Stone Taluses are distributed in the surface world and the underground world, with a total of 87. See the map for locations. After defeating all Stone Taluses once, you can obtain the Stone Talus Medal from the Monster Control Crew.

Hinox

Hinoxes are bosses that existed in "Breath of the Wild." Usually, they are lying on the ground sleeping. As long as you approach their head and use a high-attack heavy weapon for a charged attack, if your stamina bar is long enough and your attack power is high enough, they are often defeated instantly before they can even react.

There are 4 types of Hinoxes: Normal, Blue, Black, and Stalnox. Stalnox only appear at night; during the day, they are just a pile of bones. Note that Link cannot be near the Stalnox when it appears. Therefore, if you want to use the method of passing time in front of a campfire to make it appear, the campfire must be lit far away from its spawn location.

When Hinox gets up, it will approach Link and slam down. Just bravely crawl between its legs to avoid damage. If there are trees or other weapons in the scene, it will use them first. When keeping a distance, it will throw things at you. Use Recall to make it suffer the consequences of its own actions. Shooting its eye with an arrow will cause it to sit down and become vulnerable, providing an opportunity to attack. Attaching an eyeball to the arrow and maintaining distance ensures accurate hits. Stalnoxes are more troublesome; upon death, their eyeball falls out, and only destroying the eyeball will ensure its complete demise. The Stalnox...

Stalnoxes are found in the surface and underground worlds, totaling 69. Their locations can be found on the map. Note that one appears during the main story quest, "Hyrule Castle's Upheaval." After defeating all Stalnoxes once, you can receive the Stalnox Medal from the Monster Control Crew.

Molduga Gleeok

Molduga is a formidable enemy that appears in the desert, with a total of 4. Similar to "Breath of the Wild," after defeating all Molduga once each, you can obtain the Molduga Trophy from the Monster Control Crew.

In "Breath of the Wild," Molduga was easily defeated with round bombs. Although there are similar timed bombs in this game, the best method is to summon Sidon's avatar to give yourself a water shield. With the water shield active, intentionally let Molduga knock you into the air, then quickly open the paraglider, and then draw your bow to enter Link's

Time it right and use Bomb Arrows to bombard it, and Moldorajik will be revived, allowing you to output damage to your heart's content. You can do this even without a water shield, but getting hit will cost you a lot of hearts.

Using Yunobo's fire spirit charge can directly blast Moldorajik out of the sand, but the timing needs to be precise. Too early, and you won't hit it; too late, and you'll be knocked away. Sometimes Moldorajik will expose half of its body while swimming around, and using the charge at this time will hit it every time.

Block Golem

The Block Golem is a new boss in this game and has a strong presence. It only appears in the Sky and Underground worlds, and there are 35 in total. After defeating all Block Golems once, you can obtain the Block Golem Medal from the Monster Control Crew.

There are 3 types of Block Golems: Normal, Medium, and Superior. The strongest Block Golem (Superior) not only has the most HP but also the most diverse attack methods, and its core changes constantly. Among the new bosses in this game, the Block Golem is the most well-designed, and there are many ways to defeat it.

Diverse types.

Early-game players will primarily encounter it in the sky islands. The Block Golem in the sky islands is usually located in a circular arena, with two pillars at the entrance of the arena. As long as you climb to the top of the pillars, the Block Golem will be helpless. (Note that the distance between you and the Block Golem should not be too far when climbing the pillars, otherwise it will teleport and punch, which can hit the player. But as long as the distance is not too far, it will not use this move.) At this time, the Block Golem will fly into the air and then launch 5 blocks downwards. Hide behind the pillar.

可以轻松无伤，然后找一个方块爬上去，再对方块发动倒转乾坤，就能飞到方块魔像的身上，疯狂对核心进行输出。等方块魔像重新拼合后，再重复爬上柱子躲方块的过程，即可轻松过关。

在熟悉方块魔像的套路后，还有更简单的打法。只需将方块魔像的拳头方块用究极手抽掉，它的拳击就变成了摆设。同理，抽掉其脚底的两个方块，它的跺脚也成了摆设。而拿走它的 6 个方块后，它就会直接散架。如果能直接抽掉核心，方块魔像更是会直接散架，只不过上等版的核心会不断变化，因此对付上等版时还推荐先抽掉它的拳脚方块。

巨霸迦马

巨霸迦马是本作新增的BOSS，它只会出现于地底世界，且附近一定有矿点。巨霸迦马一共有 40 个，将全部巨霸迦马分别击破过 1 次之后，可以从讨伐队处获得讨伐巨霸迦马勋章。

巨霸迦马共有 3 种：普通、黑曜、白苍。巨霸迦马见到林克后，有极高的几率会张开大口吸气，如果林克距离不远的话会被它吸入肚中一阵蹂躏。把林克吐出来后，它往往会使用冲撞和跳跃，其中跳跃这招非常麻烦。如果林克从空中接近，它还会使用一招鱼跃吞噬，十分夸张。

巨霸迦马的弱点是它背上的数个矿床。对付巨霸迦马可以用套路化的打法，首先当它张开大口吸气时，只需射出一发炸弹花，它就会将炸弹吞入腹中。过一会儿炸弹爆炸后，它就会陷入硬直，这时就能来到它的背上疯狂输出。如果觉得炸弹花比较珍贵，也可以用大炮矛射出的炮弹，它一样会笑纳并瘫痪。此外，用弓箭攻击巨霸迦马的眼珠，也可以让它陷入瘫痪。

来到巨霸迦马背上后，当它苏醒时，请尽量保持在它的上半身位置。因为过一会儿它就会浑身一抖，将林克直接送上空中。如果此时林克位于其上半身的话，就会飞到它的头上，再打开滑翔帆，巨霸迦马就会张开大口。这时无论是用炸弹箭射其口中，还是射中它的眼珠，都可以令它再次瘫痪，如此反复就能轻松胜出。相反，如果在它的下半身被弹飞，那么巨霸迦马会跳起转身，接下来多半会使用难缠的跳跃攻击。

古栗欧克

古栗欧克是本作新增 BOSS 中外形最霸气的，俗称“三头龙”。古栗欧克共有 4 种，分别是：火焰、冰雪、雷电和王。游戏中只有 14 头古栗欧克，将全部古栗欧克分别击破过 1 次之后，可以从讨伐队处获得讨伐古栗欧克勋章。

古栗欧克的主要攻击手段是从龙头中喷出各种属性射线，古栗欧克王更是拥有 3 个不同属性的头。不过古栗欧克虽然外观霸气，但打法相对单一。只要用弓箭将 3 个头逐一爆掉，它就会掉到地上动弹不得，这时便是我们输出的大好时机。等古栗欧克恢复后，它会发出龙吼，如果早早躲远的话可以避开。之后再用弓箭爆掉 3 个头，上前输出，如此反复。如果弓箭威力足够的话，甚至可以一箭一个龙头。

不过古栗欧克濒死时会飞上高空，此时弓箭已经很难直接命中。火焰版会释放巨大的火球，躲开或盾反火球后地上会现上升气流，利用上升气流就能接近古栗欧克；雷电版会释放落雷，伴随落雷出现的还有上升气流，之后同理；冰雪版则是召唤从天而降的冰柱，爬上冰柱后发动倒转乾坤，即可接近古栗欧克；古栗欧克王最为麻烦，它会同时使用三属性攻击，虽然方法同理，但难度要高得多。

对付古栗欧克的关键，自然是快速射头。推荐玩家使用能反复平地发动林克时间的手段，例如浮游石、操纵杆、翼盾、弹簧等。其中弹簧看似笨拙，但弹簧本身还具备抵挡射线的效果，十分实用。只是要注意不可太近，否则会被龙吼破坏。由于古栗欧克濒死时比较麻烦，建议玩家算好血量，争取一波带走，这样能节省不少工夫。

在挑战古栗欧克时，还可以利用一下附近的环境。例如有不可破坏的场景的话，可以用场景来抵挡射线。有高台的话，可以用通天术来到上层，轻松发动林克时间。而将飞在空中的古栗欧克射落的话，还能让它摔掉一点血。

神殿首领

除了 6 种讨伐强敌外，在地图中还存在着另外两种有血条的世界首领，也就是神殿首领和瘴气魔。

所谓神殿首领，指的是把守主线四大神殿的那 4 种首领。这 4 个家伙除了会在主线中出场外，在地底也会存在，且每一种都有 3 个，一共是 12 个。神殿首领的所在地往往是一个圆形，可以利用这点在地图上寻找。神殿首领的打法和主线中类似，击败后可以解锁场地上的宝箱，里面是 100 个左纳乌能源结晶。换句话说，在地底每击败它们一次，都可以直接让电量上限增加 1 格。神殿首领不算讨伐强敌，没有相关的任务。

瘴气魔

让新人为之色变的瘴气魔，其外表是一只长着眼睛的手。瘴气魔最多会分裂出 5 个，虽然用任何武器都可以对其造成打击，但它会无限分裂，因此一定要速战速决。瘴气魔的一大弱点是不会攀爬，找个合适的地形然后用炸弹箭狂轰滥炸是最简单的对策。

不过击败瘴气魔只是开始，之后它会变身为幻影加侬。幻影加侬是魔王的分身，和林克一样能够使用 3 种武器，攻击方式也会随武器而变化。幻影加侬最麻烦的一点在于他的攻击会附加瘴气效果，《旷野之息》中战无不胜的黄心战法对他无效。他脚下的瘴气还会逐渐扩大，不过只要对其造成伤害，瘴气范围就会缩小，因此主动出击才是正道。击败幻影加侬可以获得珍贵的暗之块，以及他使用的瘴气武器。瘴气武器的特色是攻击力很高，但在攻击时会受到瘴气侵蚀。

需要说明的是，幻影加侬虽然显示血条，但他并不算讨伐 BOSS。即使重复挑战已经战胜过的幻影加侬，其血条旁也不会显示“完成讨伐”，更没有相关的任务（主线剧情挑战除外）。

井 & 鹿洞

图例
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鹿洞：

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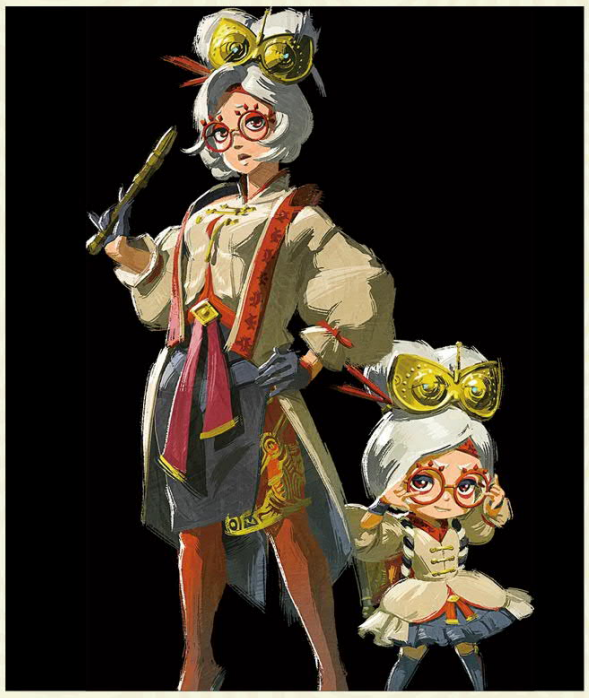
Cave

Number	Name
1	Hebra Great Fossil Cave i
2	n the Frozen Foothills
3	Cave north of Biron Snowfield
4	Cave east of Biron Snowfield
5	Ukk Pond Cave, K
6	um's Origin Cave
7	Cave east of Biron Snowfield Cav
8	e northwest of Hebra Mountain
9	Northwestern Cave of Tsisatsi Snowfield
10	Northwestern Cave of Tsisatsi Snowfield
11	Karga Ridge Cave
12	Hebra South Summit Cave
13	Hebra South Summit Cave
14	Mount Drena Cave
15	Hebra Water Source Cave
16	Cave west of Rito Village Lake
17	Glowshroom Cave
18	Tabantha Mountains Cave
19	Korkupie Snowfield Cave
20	Kukujaga Valley East Cave
21	Gisa Crater Cave
22	Cave west of Kukuyag Valley in
23	the Gerudo Highlands caldera
24	Cave of Ancient Stone Pillars
25	Cave of Thunder Plateau
26	Cave of Mount Labra
27	Yiga Clan Marita Branch at the F
28	oot of Mount Volnar Cave
29	North Hyrule Plain Cave
30	North Hyrule Plain Cave
31	Royal Secret Passage
32	Royal Secret Passage
33	Kusamina Bird Plain Cave
34	Royal Secret Passage
35	Ranch Ruins Cave
36	Ranch Ruins Cave
37	Repona Bridge Cave
38	Mount Geengel Cave
39	Mount Geengel Cave
40	Gogol Hill Cave
41	Rauru Hills Cave
42	Lake Lupi Cave
43	Lake Kolomo Cave
44	Lake Kolomo Cave
45	Pit east of the restaurant
46	Malgut Tunnel, west of
47	the restaurant
48	Southern Mine
49	Gruma River Cave
50	Cave south of Yunobo HQ
51	Cave east of Yunobo HQ
52	Crab Island Cavern
53	Evan Pohn Plateau Cave
54	Lizard Cave
55	Skull Pond Cave
56	in Daruma Lake
57	North Akkala Coast Cave
58	North Akkala Coast Cave, D
59	eath Mountain Tunnel
60	Death Mountain West Mine
61	Cave at the foot of Death Mountain
62	Yufin Lake Cave Foot
63	hill Demon Cave
64	Lake Mitzda Cave
65	Akkala Bravery Manifest Ruins Cave
66	Akkala Fortress Ruins Summit Cave
67	Cave in the workplace
68	Cave in the workplace
69	Akala Island's Horon Zora
70	Mesa Midsection Cave in Tarrey Town
71	Zora Mesa Midsection Cave,
72	shortcut to Zora Mesa
73	Cave at the Summit of Zora's Highlands
74	Cave East of Lake Hylia
75	Cave East of Lake Hylia
76	Cave East of Lake Hylia
77	Cave East of Lake Hylia
78	Cave in Tabahl Woods
79	Cave in Tabahl Woods
80	Cave in Tabahl Woods
81	Shortcut to Zora's Domain
82	Lars Waterway
83	Lars Waterway
84	Rauru's Vein Cave ne
85	ar Orlan Bridge
86	Zora Domain Underground Cave,
87	Cave at the foot of Zora Mesa
88	Seiryuu Royal Residence
89	Seiryuu Royal Residence
90	Cave in the Midpoint of Mount Thunder Plateau
91	Ancient Zora Waterworks
92	Rock Grotto near the Reservoir Lake
93	Cave south of Ural Canyo
94	n, Cave east of Ural Cany
95	on, Cave east of Ural Can
96	yon, Inside the Statue of the Eighth Hero, Tothm a Jigha Ground Cave
97	
98	Sigurd Subterranean Ruins in th
99	e cave of Emerald Highlands
100	Gerudo Sanctuary
101	Valley of the Silent Statues
102	Gerudo Sanctuary
103	Great Gerudo Fossil
104	Central Gerudo Cave
105	Southern Gerudo Cave
106~117	Ancient Altar Ruins
118	Ancient Prison Ruins
119	Sandswept Lake Cave
120	Oasis Source
121	East Gerudo Ruins Cave
122	Stonecutter's Mining Pit

123	Stonecutter's Mining Pit
124	Eye Rock Cave
125	Tafhia Highground Cave
126	Yiga Clan Executive Duty Room
127	Metsuke Plateau Cave
128	Metsuki Plateau Cave,
129	Mount Nabooru Cave,
130	Mount Nabooru Cave
131	Cave South of Mount Nabooru
132	Cave at the foot of Octorok Mountain
133	Cave in Starlit Plateau
134	Yomi River Waterfall Cave
135	Cave at the Foot of the G
136	reat Plateau Foothill, near the Shrine of Resurrection
137	Cave Under Arena Ruins
138	Cave of Lower Tyamoh River
139	Satori Mountain Foothill Cave
140	Satori Mountain Cave
141	Cave in the Underground Shrine of the Sage
142	Cave of the Decayed Millennial Tree,
143	Cave of Horsemouth Hill
144	Bubula Highlands Ruins Cave
145	Lake Hylia Whirlpool Cave
146	Cave near the Coral,
147	Cave near the Coral
148	Remains Cave of Finra Woods
149	Remains Cave of Floria River Upstream
150	Remains Cave of Skulltara Woods
151	Courtyard Cellar of Puffer Beach
152	Komole Beach Cave
153	Cave near Lake Buidar
154	Ubotsu Plateau Cave
155	Satori Sea Cave,
156	Lake Rutes Cave
157	Floria Mountain Cave
158	Cave near Lake Kolomo
159	Horizontal Cave near Lake R
160	odai, Cave near Kleria Lake
161	Uo Valley Cave
162	Floria Mountain Cave
163	Bito Valley Cave
164	South Twin Mountain Cave
165	North Twin Mountai
166	n Cave Sahasra Slope C
167	ave Sahasra Slope Cave
168	Shortcut to Lanayru Wetlands,
169	Kakariko Village Cave
170	Shortcut to Lanayru Wetlands
171	Cucco Hideout H
172	ateno Castle Cave
173	Caves of Bradle Plateau
174	Lanayru Promenade South Cave
175	Lanayru Promenade Eastern Cave
176	Lanayru Promenade Eastern Cave
177	Horon Bay Cave
178	Tamu Point Cave
179	Rana Lake Cave
180	Echispah Forest Cave
181	Akkala Highlands, East Akkala Plains
182	Cave, Walnut Mountain Cave
183	Walnut Mountain Cav
184	e, cave near Okno Bay
185	Caed Peninsula Cave
186	Mount Drena Cave
187	Mount Drena Cave, U
188	loc Headland Cliffside Cave
189	Sehateno Island Cave
190	Lakeside Cave
191	Lakeside Cave
192	Mining Cave
193	Mining Cave
194	Shaft Cave
195	Shaft Cave E
196	ndless Cave
197	Endless Cave

Well

Number	Well
1	in Rinosu Ridge
2	Well in Tabantha Village Ruins, W
3	ell in Tabantha Great Bridge Stable
4	Snowfield Stable Well
5	Well in the Lamin Plains
6	Well at the Maritta Exchange Ruins
7	Well in Bachi Plain
8	Well in Elm Hill
9	New Serenne Stable Well
10	Crock Bridge Well
11	Gustaf Hill Well
12	Lookout Landing Well
13	Mabe Village Ruins Well
14	Hyrule Castle Town Ruins Well,
15	Rebona Bridge Well
16	Wetland Stable Well
17	Well South of Wetland Stable
18	Well on Saauz Island
19	Well at Wetland Stable Ruins
20	Well at the Forest Station
21	Laru Village Ruins Well
22	Hateno Village Ruin
23	s Well East Akkala Stable Well South A
24	kkala Stable Well Work Site Well
25	
26	Well at Foothill Stable
27	Tabahl Woods Well
28	Gerudo Canyon Well
29	Karakara Bazaar Well, M
30	ount Nabooru Well
31	Well on the outskirts of Hyrule Field
32	Well at the Outskirt Stable
33	Mount Daphnes Well
34	Lake Akkala Well
35	Well at the Riverside Stable
36	Bottomless Pond Well
37	Well in the Lanayru Wetlands,
38	near the ruins of Kakariko Village
39	Well in Likona Peninsula
40	, Well in Kakalit Village
41	Well of Lake Nabia South
42	Well North of Addya Village Ruins
43	Well in the Adya Village Rui
44	ns, Well east of Adya Village Ruins
45	, Well south of Adya Village Ruins
46	Well of Mount Baume
47	Well north of Bubula Highlands,
48	Well south of Bubula Highlands
49	Well near Haraya Pond, Well at
50	Dueling Peaks Stable
51	Well at the Plateau Station
52	Well west of Hateno Village,
53	Well north of Hateno Village
54	Well east of Hateno Village
55	Well south of Hateno Village
56	Zelda's home well
57	Well at the Lakeside Stable
58	Well in Hateno Village



Hudson Construction Sign - Act

A Complete List of All 81 Hudson Construction Sign Locations

Overview

Hudson Construction Signs are a hidden element in this game. They are not related to completion rate, and the rewards are mediocre, but they are very popular. Hudson has become the president in this game, and his subordinate, Kilton, has built signboards for him in 81 locations in the overworld. However, he cannot fix the signboards by himself, so someone must first help him fix the signboard so that he can free his hands to permanently reinforce the signboard.

Kilton's 81 locations are fixed, from snow mountains to deserts, from dense forests to towns, they are everywhere. Whichever one Link approaches, he will "teleport" to it. We have already marked these 81 locations on the map. Here is a small tip: it is recommended to search for Kilton's location at night, because the signboard has its own lighting function, which is very conspicuous in the dark, especially when flying over from high altitude.

We need to find a way to fix the signboard first, and then talk to Kilton and let him let go. If the signboard can remain stable for about 5 seconds, wait until Kilton's head pops up with the words "It's, it's standing up!!", then talk to him to permanently fix the signboard. After that, Kilton will give 3 items as a reward. If the signboard is not stable, then Kilton will say "This is outrageous", which has become a major meme in this game.

In Kilton's gifts, the first item is fixed It's 20 Rupees. The second item is fixed as a rice ball, but the prefix varies. If Link can't carry any more dishes, the rice ball will become 20 Rupees. The third item is a treasure of Kaponda, including Bomb Flowers, Puffshrooms, Smokeshrooms, and Stable Bed Tickets. It's clear from the treasures that this guy has some skills to be able to run all over Hyrule.

After fixing all 81 signposts, players will receive "Fabric Made by Kaponda Himself."

Concise Guide

The fixed sign looks like a very simple game, but it fully demonstrates the power of the game's physics engine. The height of the horizontal bar is under the sign, holding it firmly in place. This combination covers all directions, making it very stable. These 81 signs are not static; their structures vary, but some signs don't have construction sites nearby, requiring players to provide some materials themselves. The most recommended material here is the Hover Stone. After activating it, use Ultrahand to wedge the Hover Stone under the sign. This trick can solve 80% of the signs. Some are slanted, and even the signs themselves come in many varieties. In addition, some signs are stuck on slopes, which is a greater test of the player's mechanical knowledge. The sign itself is considered a scene object, and Recall and Ultrahand are ineffective on it. Generally, there will be construction sites near the signs, and players can use the various materials there to assemble structures. The construction site is a square on the map, so this can be used to accurately locate the sign. The "II" shape is a very practical combination, which involves laying a board as a foundation, erecting a board on each side to sandwich the sign, and inserting a horizontal bar in the middle.

Hover Stone is not enough; you can use other objects in conjunction with it.

Of course, you can also "insanely" use several more Hover Stones.

If you fail, don't be discouraged. Based on the direction the sign falls, it's not difficult to determine the direction you need to reinforce next time.

Name	Rewards
1	20 Rupees, Spicy Seafood Rice Ball, Bomb Flower
2	20 Rupees, Spicy Mushroom Rice Ball, Puffshroom,
3	20 Rupees, Chilly Meat Rice Ball, Bomb Flower
4	20 Rupees, Chilly Meat Rice Ball, Bomb Flower
5	20 Rupees, Chilly Meat Rice Ball, Muddle Bud
6	20 Rupees, Spicy Veggie Rice Ball, Stable Lodging Ticket
7	20 Rupees, Spicy Mushroom Rice Ball, Puffshroom 2
8	0 Rupees, Spicy Veggie Rice Ball, Bomb Flower
9	20 Rupees, Hasty Mushroom Rice Ball, Puffshroom 20
10	Rupees, Spicy Wild Greens Rice Ball, Stable Bed Ticket
11	20 Rupees, Endura Mushroom Rice Ball, Bomb Flower
12	20 Rupees, Spicy Wild Greens Rice Ball, Puffshroom 2
13	0 Rupees, Endura Mushroom Rice Ball, Stable Bed Ticket
14	20 Rupees, Sneaky Mushroom Rice Ball, Puffshroom
15	20 Rupees, Meat Rice Ball, Bomb Flower
16	; 20 Rupees, Meat Rice Ball, Dazzlefruit
17	20 Rupees, Gourmet Meat Rice Ball, Puffshroom
18	20 Rupees, Scorching Meat Rice Ball, Bomb Flower
19	, 20 Rupees, Sunny Veggie Rice Ball, Stable Bed Ticket
20	20 Rupees, Hasty Veggie Rice Ball, Bomb Flower
21	20 Rupees, Veggie Rice Ball, Stable Bed Ticket
22	20 Rupees, Endura Veggie Rice Ball, Puffshroom 20
23	Rupees, Veggie Rice Ball, Bomb Flower
24	20 Rupees, Veggie Rice Ball, Stable Bed Ticket
25	20 Rupees, Endura Seafood Rice Ball, Stable Lodging Ticket
26	20 Rupees, Chilly Veggie Rice Ball, Bomb Flower
27	20 Rupees, Spicy Meat Rice Ball, Puffshroom; 20
28	Rupees, Spicy Meat Rice Ball, Bomb Flower
29	20 Rupees, Chilled Veggie Rice Ball, Stable Bed Ticket
30	20 Rupees, Hasty Mushroom Rice Ball, Muddle Bud
31	20 Rupees, Juicy Mushroom Rice Ball, Muddle Bud
32	20 Rupees, Endura Seafood Rice Ball, Stable Bed
33	Ticket 20 Rupees, Hasty Mushroom Rice Ball, Pu
34	ffshroom 20 Rupees, Endura Seafood Rice Ball,
35	Bomb Flower 20 Rupees, Endura Seafood Rice Ba ll, Stable Bed Ticket 20 Rupees, Chilly Wild Greens
36	Rice Ball, Stable Bed Ticket 20 Rupees, Chilly W
37	ild Greens Rice Ball, Puffshroom 20 Rupees, Endur
38	a Mushroom Rice Ball, Stable Bed Ticket 20 Ru pees, Moist Meat Rice Ball, Puffshroom 20
39	Rupees, Seafood Rice Ball, Bomb Flower
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41	20 Rupees, Chilled Veggie Rice Ball, Stable Bed Ticket
42	20 Rupees, Bright Veggie Rice Ball, Da
43	zzlebloom 20 Rupees, Endura Seafood R ice Ball, Puffshroom 20 Rupees, Spicy S
44	eafood Rice Ball, Puffshroom 20 Rupees, Spicy Veggie Rice Ball, Puffshroom
45	
46	20 Rupees, Spicy Mushroom Rice Ball, Dazzlebloom 2
47	0 Rupees, Endura Mushroom Rice Ball, Puffshroom
48	20 Rupees, Veggie Rice Ball, Stable Bed Ticket
49	20 Rupees, Gourmet Meat Rice Ball, Puffshroom
50	20 Rupees, Mushroom Rice Ball, Bomb Flowe
51	r 20 Rupees, Chilly Gourmet Meat Rice Ball, Daz
52	zlefruit 20 Rupees, Spicy Gourmet Meat Rice Ball,
53	Puffshroom 20 Rupees, Icy Mushroom Rice Ball, Sta ble Lodging Ticket 20 Rupees, Icy Veggie Rice Ball
54	, Puffshroom 20 Rupees, Icy Mushroom Rice Ball
55	, Bomb Flower 20 Rupees, Icy Seafood Rice Ball,
56	Bomb Flower 20 Rupees, Spicy Seafood Rice Bal
57	l, Dazzlefruit 20 Rupees, Gourmet Meat Rice B all, Puffshroom 20 Rupees, Energizing Gourmet M
58	eat Rice Ball, Puffshroom 20 Rupees, Sneaky Mu
59	shroom Rice Ball, Bomb Flower 20 Rupees, Gour
60	met Meat Rice Ball, Stable Lodging Ticket
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62	20 Rupees, Sneaky Mushroom Rice Ball, Bomb Flower
63	20 Rupees, Juicy Meat Rice Ball, Dazzlefruit
64	20 Rupees, Endura Mushroom Rice Ball, Stable Bed Ticket; 2
65	0 Rupees, Endura Mushroom Rice Ball, Stable Bed Ticket
66	20 Rupees, Simmered Meat Rice Ball, Bomb Flower, 20 R
67	upees, Luminous Seafood Rice Ball, Mighty Bananas, 20
68	Rupees, Spicy Seafood Rice Ball, Mighty Bananas
69	20 Rupees, Zapshroom Rice Ball, Bomb Flower
70	20 Rupees, Sneaky Mushroom Rice Ball, Bomb Flow
71	er 20 Rupees, Zapshroom Rice Ball, Stable Lodging Ticket
72	20 Rupees, Enduroshroom Rice Ball, Bomb Flower
73	20 Rupees, Zapshroom Rice Ball, Bomb Flower
74	20 Rupees, Electric Sizzlefin Trout Rice Ball, Stable Bed Tick
75	et; 20 Rupees, Shocking Meat Rice Ball, Stable Bed Ticket
76	20 Rupees, Sunny Veggie Rice Ball, Muddle Bud; 20 R
77	upees, Electric Mushroom Rice Ball, Muddle Bud
78	20 Rupees, Zapshroom Rice Ball, Mudd
79	le Bud; 20 Rupees, Bright Seafood Rice Ball, Puffshroom; 20 Rupees, Zapshroo
80	m Rice Ball, Muddle Bud; 20 Rupees, Bright Seafood Rice Ball, Muddle Bud
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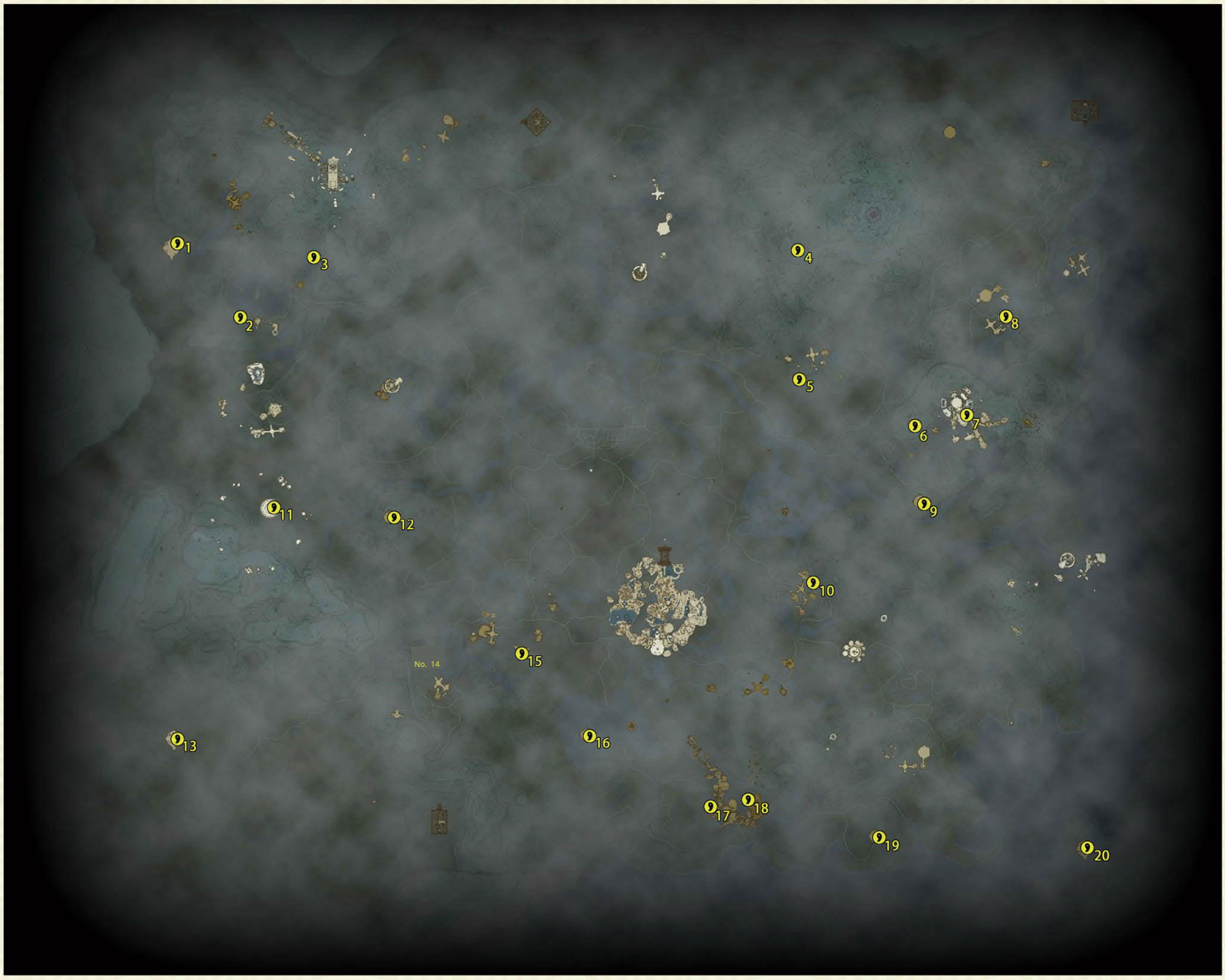
Sage's Will



Overview

Sage's Wills are materials used to enhance the Sage's avatars, and there are 20 in total. All Sage's Wills are located in the sky map, and they are generally obtained by solving simple puzzles and opening treasure chests. However, 3 of them require players to engage in a rather intense King Gleeok BOSS battle to obtain. Since many sky islands are difficult to reach in the early game, it is recommended that players proceed with the main and side quests to a certain extent, and then plan to collect them after having Sage abilities and a high battery storage capacity.

The following is a brief explanation of how to reach and obtain all the sky islands where the Sage's Wills are located. The recommended battery level will be listed before starting the collection: 340 Battery capacity. Please note that the recommended battery capacity is based on the assumption that players are using common two-fan + control stick-based aircraft. If players have energy-saving equipment, other flight methods, or don't mind using Zonai charges midway, the battery consumption will vary. Players should manage this themselves. In addition, there are height differences between sky islands, so the Wing is also a good choice for getting around during collection. However, since the Wing is not stable, it will not be mentioned in the following content. You can use the telescope to judge the height and distance and decide for yourself.

① West Hebra Sky Archipelago - Western Round Island

Recommended battery capacity: 6 bars or more. How to reach: Fly southwest from the western end of the West Hebra Sky Archipelago to reach it. How to obtain: Defeat the boss King Gleeok.

Return

④② North Tabantha Sky Archipelago

Battery Level Recommendation: No battery required

How to Reach: Glide north from the Isle of Awakening or use a flying machine. How to Obtain:

Directly obtained by opening a treasure chest.

④③ South Hyrule Sky Archipelago

Recommended battery capacity: 6 sections or more

How to reach: Fly north from the easternmost side of island ② using a flying machine. How t

o obtain: Open the treasure chest to directly acquire it.

④ Eldin Sky Archipelago

Recommended battery capacity: 6 sections or more

How to Reach: Fly north from the northern end of the South Necluda Sky Archipelago using a Zonai device. This island is relatively lo

w, so you can glide to it at the end. Using a Zonai device for the entire journey consumes more battery power.

How to Obtain: Directly obtained by opening a treasure chest.

⑤ South Eldin Sky Archipelago

Battery Level Recommendation: No battery required

The arrival method is to glide east from the Eldin Canyon Skyview Tower. The treasure chest is located on the southernmost island of the archipela

go. Jump off the southern end of this island, and the treasure chest is located in a small room inside the island.

How to Obtain: Directly obtained by opening a treasure chest.

④⑥ Western Spherical Isle of the Water Vein Isle

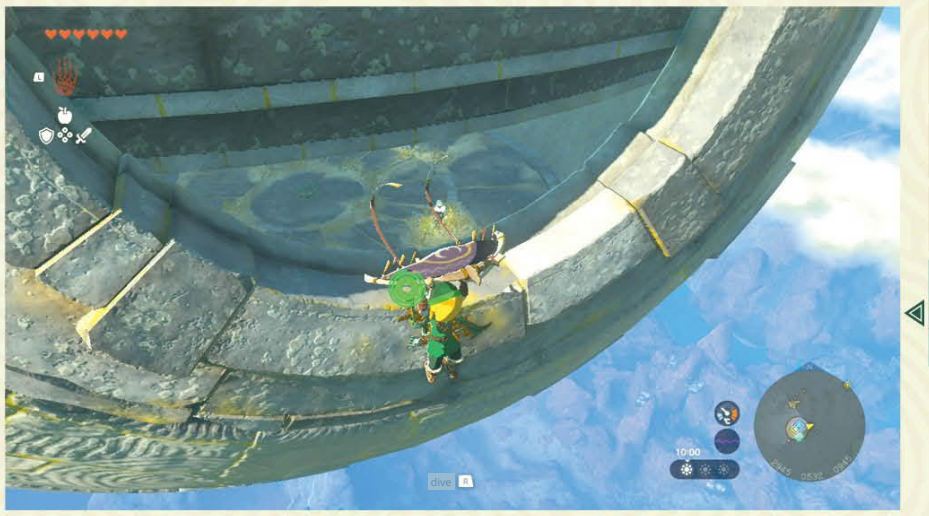
Battery Level Recommendation: No battery required

How to Reach/ How to Obtain: Glide downwards from the Zora's Domain Skyview Tower to reach it.

Turn off the fans inside the island, and push the control stick to rotate the platform we are standing on to cover the lower half of th

e opening. After jumping out of the opening, enter the lower half of the spherical island from the lower half of the opening, and yo

u can obtain it by opening the treasure chest.



⑦ Isle of Rises

Battery Level Recommendation: No battery required

Arrival Method: Unlocked via the Water Spring Island quest, or by flying from surrounding isla

nds. Acquisition Method: Obtained from the BOSS Block Golem (Medium).

④ South Akkala Sky Archipelago Spherical Island

Battery Level Recommendation: No battery required

How to reach: Glide southeast from the Uolili Mountain Skyview Tower to reach the island, then use the catapul

t method to enter the spherical island.

Facing the opening of the spherical island, use Ultrahand to grab the control orb in the center and rotate the platform

we are standing on to cover the lower half of the opening. Jump out of the opening, then enter the lower half of the s

pherical island from the opening. Open the treasure chest to obtain the reward.

System Overview
Main Story Challenges
Plot Challenges
Mini Challenges
Temple Strategies
Krog's Fruit
Database
CHAPTER 8. In-Depth Research

Divine Beast Vah Ruta Lanayru Sky Archipelago

Recommended Battery Capacity: 8 Batteries

Arrival method: Fly south from the southern end of the Isle of Springs using a Zonai device. Acquisition method: Obtain it from the Boss Construct (Mid-level).

North Hyrule Sky Archipelago

Recommended battery capacity: No battery needed. Method to reach: Glide eastward from the Sahasra Slope Skyview Tower to reach the islands. Aim the island's launcher towards the small round island to the northeast, launch, and then glide to the island. The treasure chest is located behind the small mine on the island, between two lampposts.

How to Obtain: Directly obtained by opening a treasure chest.

① Starview Island

Recommended battery capacity: 1 or more sections

Arrival method: Glide north from the Gerudo Highlands Skyview Tower to reach the edge of the islands. Attach a fan and control stick to the flying platform on the island, then fly to the central island.

How to Obtain: After entering Starview Island, push the central lever to reflect the light path. This will illuminate the mechanism in front of the treasure chest's cage, allowing you to obtain the treasure. During the unlocking process, first create the light path, then follow the final reflection source to find the next mirror responsible for reflecting the light.

Solve the puzzle step by step.

*12 West Hyrule Sky Archipelago

Return

Recommended battery capacity: 8 or more cells

Arrival method: Fly east on a vehicle from the island on the east side of Starview Island to reach it. Acquisition method: Obtain it from the BOSS Block Golem (Superior).

*Gerudo Sky Region (3)

Recommended battery capacity: No battery needed, but requires 6+ stamina wheels (can be supplemented with food and high-quality beds if insufficient).

How to Reach/ How to Obtain: Glide southward from the Gerudo Highlands Skyview Tower to reach. Obtained after defeating the boss King Gleeok.

④ Northwest Islet of East Gerudo Sky Archipelago

Recommended battery capac / ity for arrival method: No battery required, but needs more than 2 stamina wheels. Glide east from the Gerudo Canyon Skyview Tower to reach the islands, then use the launchpad on the island to launch northwest towards the island.

How to Obtain: Enter the middle layer of the island, obtain a mirror shield from the monster, and go to the lower layer of the island. Light a campfire and wait until night. Take the mirror shield out of your inventory. At this time, the mirror will reflect the light of the setting sun or the moon. Use Ultrahand to lift the mirror shield and light up the switch.

Return

④15 South Lanayru Sky Archipelago Long Island

Recommended Battery Capacity: No battery required, but needs more than 2 stamina wheels.

How to Reach: Glide south from the Hyrule Field Skyview Tower to reach the islands. Ascend through the floating platforms with rockets attached near the lower islands to reach the main island. To acquire it, use Ultrahand to raise the water outlet on the lower side of the island's pool for a while, then use Recall to fix this lift. Open the treasure chest at the bottom of the pool to obtain it.

West Hebra Sky Archipelago

Recommended battery capacity: 7 cells or more.

How to reach: Fly southwest from the southwest side of the starting sky island using a Zonai device. How to obtain: Acquired from the BOSS Block Golem (High-level).

Southwest corner of Mired Thunder Plateau

Battery Level Recommendation: No battery required

How to reach: Unlock Thunder Island through quests, or fly from surrounding islands. It is located at the first of the three forks southwest of Thunder Island.

How to obtain: Blast open the gap shown in the picture, enter below, and open the treasure chest to obtain.

Rice 18 Dragonhead Island

Recommended battery capacity for arrival method: No battery required.

Thunderhead Isles will be unlocked as the quest progresses. Fly from Thunderhead Isles, or from the surrounding islands, to the Dragonhead Island's "Dragon's Jaw" peak, located on the east side of Thunderhead Isles. To acquire it, simply open the treasure chest.

South Hyrule Sky Archipelago

Recommended Battery Capacity: No battery required, but needs more than 2 stamina wheels.

How to Reach: Glide east from the Rabella Wetlands Skyview Tower to the North Hyrule Sky Archipelago, then glide south from the North Hyrule Sky Archipelago to reach it.

How to obtain: Acquired from the BOSS Block Golem (Superior).

④20 Round Island in the southeast corner of the map

Recommended battery capacity: 8 or more cells

How to reach: Fly southeast from the North Hyrule Sky Archipelago using a flying machine. How to obtain: Defeat the boss King Gleeok.

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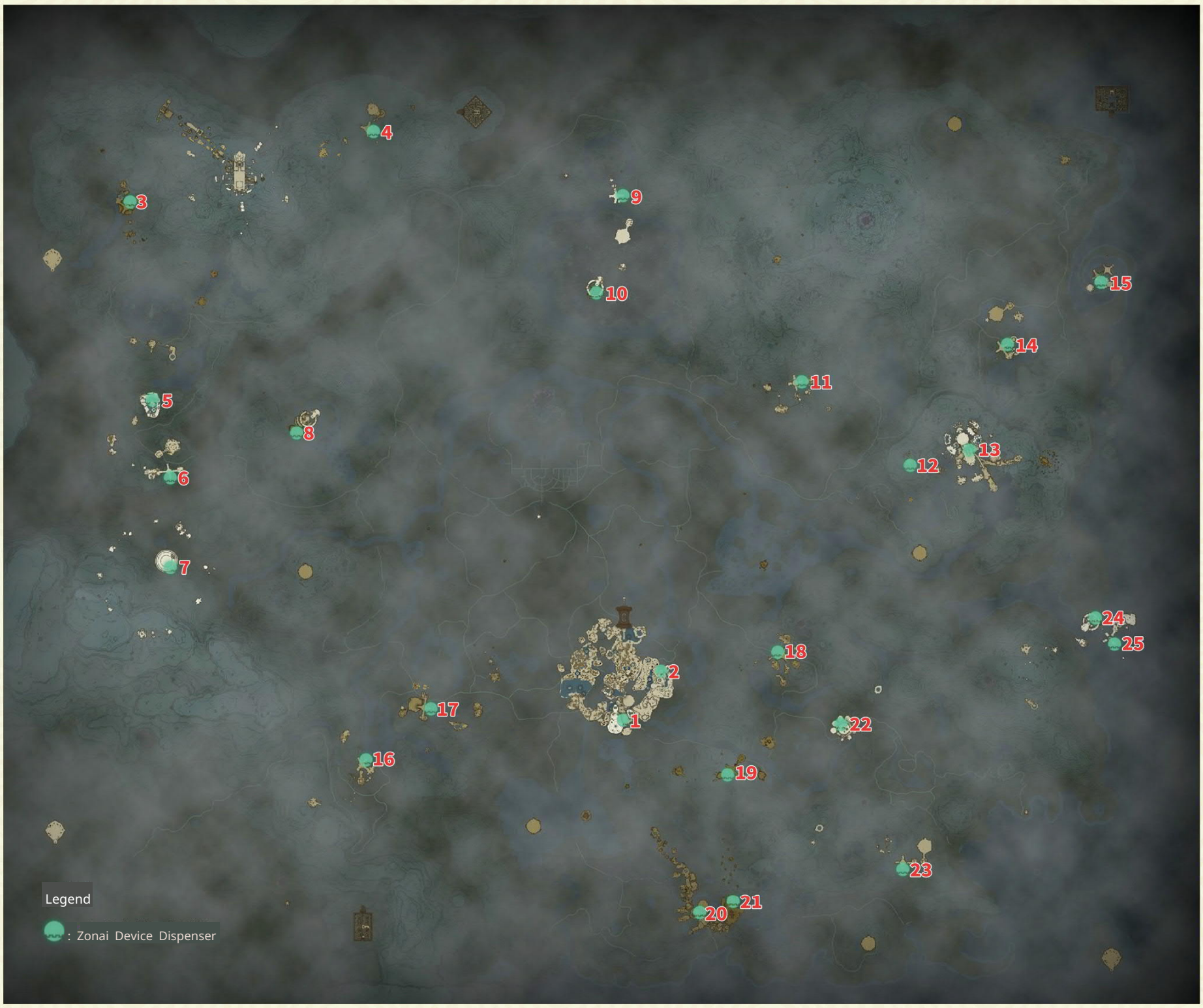
A List of All Zonai Device Dispensers



Sky World

Number	Products
1	Flame Emitter, Fan, Portable Pot
2	Flame Emitter, Wing, Fan, Portable Pot
3	Rocket, Flame Emitter, Portable Pot, Time Bomb
4	Wing, Sled, Fan, Platform Cart, Light
5	Mirror, Hot-Air Balloon, Spring, Wing, Hover Stone
6	Wing, Ice Emitter, Small Wheel, Mirror
7	Stake, Thunderhead, Sled, Tumbler, Ice Emitter
8	Hot air balloon, fan, portable pot, time bomb
9	Thunder Head, light, control stick, tracking platform cart
10	Light, fire hydrant, spare battery, construct's head
11	Big Tire, Water Nozzle, Spare Battery, Fan
12	Platform Cart, Wing, Fan, Light
13	Fan, Floating Stone, Wing, Battery, Stabilizer
14	Homing Cart, Stake, Platform Cart, Cannon, Construct Head
15	Floating Stone, Time Bomb, Homing Cart, Hydrant
16	Beam Emitter, Sled, Mirror, Control Stick, Stake
17	Time Bomb, Small Wheel, Light, R
18	ocket, Wing, Spring, Time Bomb
19	Construct Head, Platform Cart, Hot-Air Balloon, Tumbler, Water Hydrant
20	Thunderhead, Fan, Portable Pot, Spare Battery
21	Wing, Platform Cart, Fan, Control Stick Track
22	ing Platform Cart, Beam Emitter, Flame Emitter, Ice Emitter, Time Bomb
23	Control stick, small tires, cannon, light
24	Spring, Water Nozzle, Light Head, Control Stick
25	, Ice Emitter, Wing, Spare Battery, Mirror

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Surface World

There are only 3 Zonai Device Dispensers in the Surface World, specifically:

Near Tarrey Town: Fan, Small Tire, Hot-Air Balloon, Large Tire, Rocket, Control Stick.

Near Kakariko Village: Hot-Air Balloon, Fan, Large Tire, Stabilizer

South of the Outskirt Stable: Stake, Large Tire, Spring, Portable Pot, Spare Battery

The Zonai Device Dispenser south of the Stable Branch is relatively difficult to find. Please refer to the attached image.

▶ Location of the Device Dispenser south of the Stable Branch

Underworld

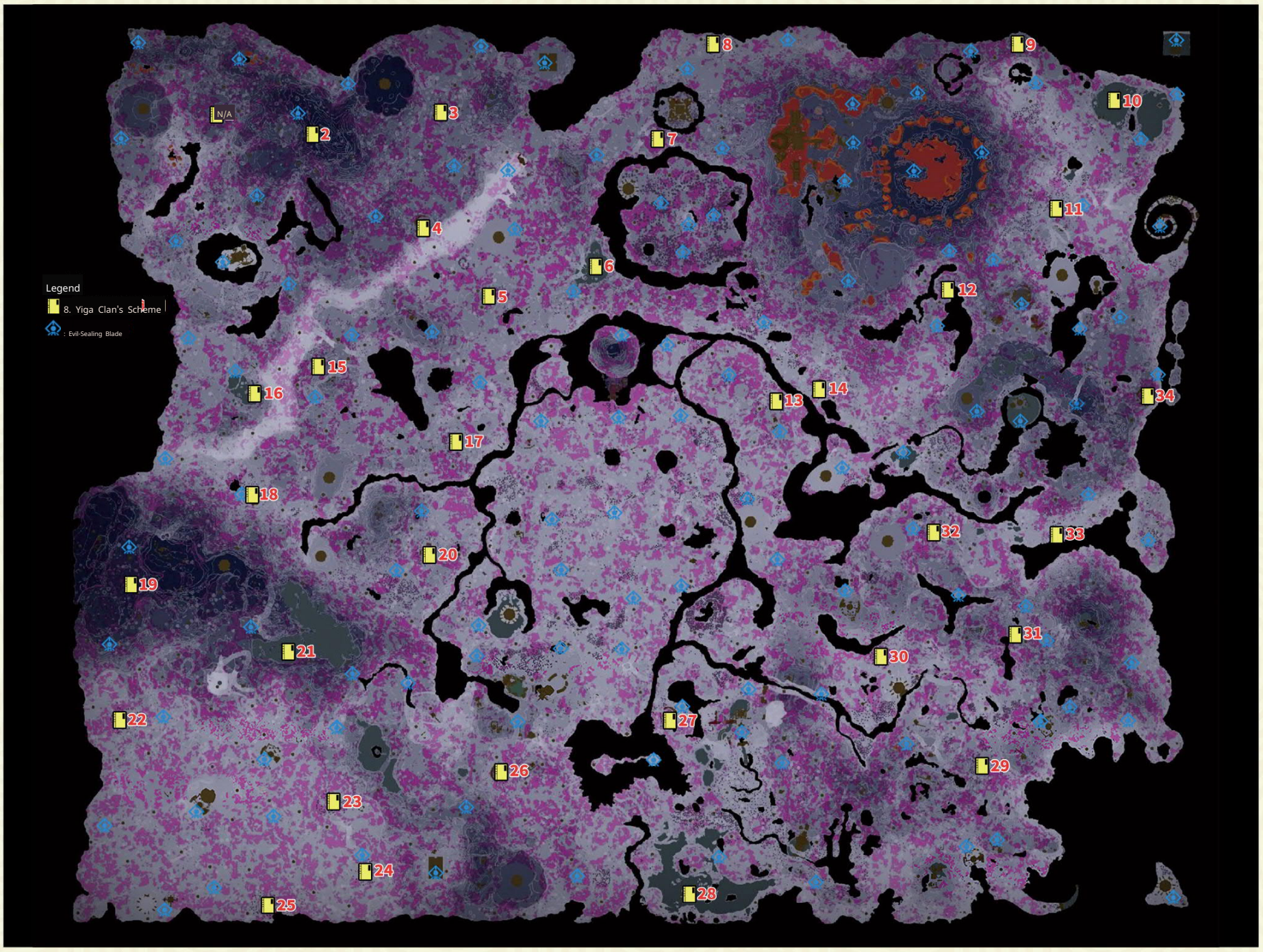
There are only 2 Zonai Device Dispensers in the Depths, specifically as follows:

North: This Zonai Device Dispenser is located northeast of the Eldin Mining Site and west of the Imozushi Root. It contains: Big Tire, Control Stick, Pole, Portable Pot, Spare Battery.

South: This Zonai Device Dispenser is located in the left foot workshop of the Construct Factory and contains: Wings, Small Wheels, Large Wheels, Rockets, Control Sticks, and Construct Heads.

▶ Location of the Device Dispenser in the northern part of the Depths

Meal: Yiga Clan Hideout & Schematic



Yiga Clan Hideout Blueprint Correspondence List

Number	Corresponding Blueprint: Ex
1	cavation Vehicle
2	Any lighting
3	Combat device (strike) A
4	rbitrary sprinkler
5	Three-wheeled transport cart f
6	ishing boat
7	Launch aerial turret
8	Combat device (Thunder)
9	Assault trolley
10	Includes Illuminated Raft
11	Carriage
12	Four-wheeled vehicle
13	Arbitrary kit
14	chen sprinkler
15	Battle Device (Balloon)
16	All-Purpose Raft
17	Large Bomb,
18	Any Foothold, Rocket
19	, Smoke Screen
20	Tricycle
21	High-Speed Boat
22	Attack aircraft (ground attack)
23	Combat device (do
24	or), combat device (
25	beam), emergenc y escape devic
26	e, unicycle, combat de vice (rotating beam)
27	
28	Water ice maker
29	Vertical Takeoff and Landing Aircraft
30	Scattered trap
31	vehicle
32	Powerful Jump Platform
33	Combat Device (Freeze)
34	Triple Cannon

What is the Yiga Clan Hideout?

Yiga Clan bases are scattered throughout the Depths, with a total of 34 locations. They are characterized by Yiga Clan members patrolling the area in various vehicles. The lights of these vehicles are very conspicuous in the dark Depths, visible from a distance. After defeating an enemy with a red glow, the hidden door to the base will open, always containing two treasure chests. One chest contains 20 Zonaite Charges, and the other contains a Yiga Clan schematic. If you conquer all 34 bases, you can obtain 680 charges, which is enough to increase your battery capacity by about 7 bars.

New players often feel a sense of awe towards the Yiga Clan Hideout because the vehicles driven by the Yiga Clan members look intimidating. However, the Yiga Clan Hideout is actually a paper tiger. Using a bow and arrow against the drivers of the vehicles can take them out with a single shot, and activating Link's Flurry Rush makes it even easier. Moreover, each Yiga Clan Hideout is only guarded by 1-3 people, and you don't even need to eliminate all of them to open the door. Therefore, even beginners can prioritize attempting it. However, some Yiga Clan Hideouts are located on high ground, making them difficult to approach without a flying vehicle.

Design Schematic Supplement

In addition to the 34 Yiga Clan schematics, players can also unlock schematics from Steward Constructs in specific locations. Generally, these Steward Constructs are found in the abandoned mines of the Depths. Towns, villages, and settlements on the surface often have corresponding abandoned mines, which can be used as a guide to find them.

Central Great Abandoned Mine: Here, you can obtain the Autobuild ability. It is also the location of the first Kohga battle and has a fast travel point. After defeating Kohga, you can activate the Forge Construct. Talk to the Steward Construct to obtain the aircraft schematic.

Gerudo Abandoned Mine: Enter from the East Gerudo Chasm and head west to reach it. This is the location of Kohga's second battle and also has a Construct Forge. Talk to the Steward Construct to obtain the Sand Boat schematic.

Lanayru Abandoned Mine: Head to Zora's Domain, pass through the large waterfall below Zora Bridge, and you will arrive at a cave beneath Zora's Domain. Inside the cave, you can find the Zora Domain Chasm; not far after landing is the Lanayru Abandoned Mine. This is the location of Kohga's third battle. After winning, talk to the Steward Construct next to it to unlock the Lightning Boat schematic, and the Construct Forge here will also open for business.

Hebra Abandoned Mine: South of the hill where Rito Village is located, you can see a campfire with a person named Hachino next to it. Just below him, you can see a horizontal cave entrance; entering it will lead you to the Rito Village Chasm. After jumping down the chasm, the Hebra Abandoned Mine is nearby. This is the location of the final battle with Kohga. After winning, the Construct Forge here will open for business. Talk to the Steward Construct next to it to unlock the Launch Platform schematic.

Kakariko Mine: Enter from the deep hole on the eastern plateau of Kakariko Village and head south to reach it. After defeating the disguised Yiga Clan members, you can activate the Construct Golem and obtain the Launch Pad blueprint from the Steward Construct.

Kara Kara Mine: Enter from the East Gerudo Chasm and head northwest to reach it. There is a Construct Golem here. Talk to the Steward Construct to obtain the Piercing Stance blueprint. By the way, the treasure chest in the center of the area contains the Mining Mask.

Lurelin Mine: Talking to the NPC will lure out several Yiga Clan members. After defeating them, you can activate the Construct Golem. The Steward Construct here will unlock the Double Engine Balloon blueprint.

Hateno Mine: There is a Construct Golem here, and the Steward Construct will unlock the Bridge blueprint. Tarrey Town Mine: There is a Construct Golem here, and the Steward Construct will unlock the Automatic Cannon blueprint.

Eldin Abandoned Mine: Here, there are Construct Golems, and Steward Golems will unlock the schematics for combat devices (flame).

Shrine of Resurrection: Note that this location is in the surface world. This is the starting point of 'Breath of the Wild.' Go inside and head downwards to reach the Yiga Clan's hideout. Investigate the Big Sword Banana in the center to lure out two Yiga Clan members. After defeating them, you can communicate with the Steward Golem, which will unlock the schematics for the Lightcycle.

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Miscellaneous Research

Zonai Device Functions

Fan: The most versatile device. It can also be used as a power source for vehicles. I. When activated, it generates a strong and continuous wind force. The generated wind force can be used to propel objects, blow away small objects (such as small enemies, which can be blown off cliffs or into the water), and disperse some scene elements (sand, grass), and vice versa. The most basic use is to place it vertically and attach it to the rear of a vehicle. This method of propulsion only works on "smooth surfaces," and most objects cannot be moved directly by wind power.

When traveling on water (swamps and lava are not suitable) or land, it needs to be paired with various tires to drive directly. You can freely combine it with tools such as large and small tires or platform carts. A board can be assembled into a yacht (the same applies to floating platforms in the air). However, in some faster currents, the fan's power is difficult to resist, so it can be used to propel gliding over longer distances when attached to the rear of a wing (similar to a platform).

Also, don't forget that fans can also be used to easily defeat enemies in slow motion. Blowing upwards or downwards is the most practical use of a fan. Pointing the fan upwards creates an updraft that allows you to launch your paraglider and ascend. This method allows you to quickly and easily overcome obstacles. Use Ultrahand to lift it up, wait a moment, use Recall, and then use Ascend to quickly reach higher areas with minimal consumption. By using the updraft to stay in the air, you can also draw your bow and trigger "Link Time" on flat ground.

Pointing the fan downwards can create a simple aircraft, but a single fan can only take off and cannot achieve propulsion or steering. The cheapest and most practical aircraft requires two fans and a control stick. Before assembling, choose a flat area to avoid errors. The final result should be two fans parallel to each other (slight deviations are acceptable), and the control stick at a 45° angle (after pressing the R button, rotate it vertically once) to connect them. This aircraft is also

It can transport some small objects, enough to carry Koroks and the stones from shrines, but they have a certain weight that can cause the aircraft to drift.

According to the assembly error, it will also bring the corresponding rollover rate.

It is particularly important to note that the position and direction of the fan assembly are crucial, and even a slight deviation will cause the channel to deviate. Even if you use the joystick to control the direction, the driving experience will be greatly reduced, and the situation is even worse without the joystick. On some conventional vehicle chassis (wooden boards, iron plates, platform vehicles, etc.), it is recommended to find the center line before assembly. When the fan is close to some conventional assembly points, there is often a certain adsorption effect to improve the fault tolerance rate (the effect is better at the limit distance). When the two devices are about to stick together, there will be a golden auxiliary line in the middle, which can be used to judge whether they are skewed.

Therefore, when assembling devices such as fans that have high requirements for orientation and direction, it is best to keep Link and the two devices in a straight line and use the golden auxiliary line to calibrate. When the auxiliary line coincides with Link and the device, it means that the current direction is correct. Taking a simple aircraft as an example, after adjusting the angle, make the rod of the joystick and the golden auxiliary line on the same plane. Then lift the assembled part again, align it with the auxiliary line again, and adjust the height and angle to make the two fans completely parallel. In addition, you can also use special terrain and scenes to assist in assembly, for example, place the fan on the slide rail and make it completely in a straight line through external factors.

When using a fan as a fused material, its functionality is essentially the same, but it's mostly used for interacting with the environment and enemies. For example, you can use a fan on a weapon to blow away sand, smoke, or enemies (similar to the Korok Leaf fan). Its effectiveness in puzzles and combat is greater than its transportation function.

Wing: A very lightweight device that glides in the air when falling. It doesn't consume energy, but has a limited duration and will flash continuously when it's about to break. Therefore, it's not recommended to use the wing as a base for regular transportation, but only in specific situations. However, the wing only starts its durability countdown while gliding; drifting in water is fine. When falling vertically from the air (not diving or gliding), you can open the inventory and take out the wing directly. At this point, just float forward a little to step on it. By using this technique multiple times, you can achieve ultra-long-distance gliding from high altitudes. Standing in different positions on the wing will cause the heading to deviate, and you can use this method to adjust the gliding direction. Standing in the circle in the middle of the wing will keep it flying straight ahead by default. When you need to quickly decrease altitude, stand at the front of the wing, and vice versa.

You can slide down angled rails, and begin to glide once you're off the ground. If you want to add a fan to increase propulsion, make sure to place the fan above the wing, not at the tail, otherwise the fan will get stuck on the ground. On uneven surfaces, you can use devices like the platform cart to get started. Use Ultrahand to lift the wing and then let go to enter gliding mode from high mountains, regardless of the terrain. If it's difficult to "board," use Recall on it.

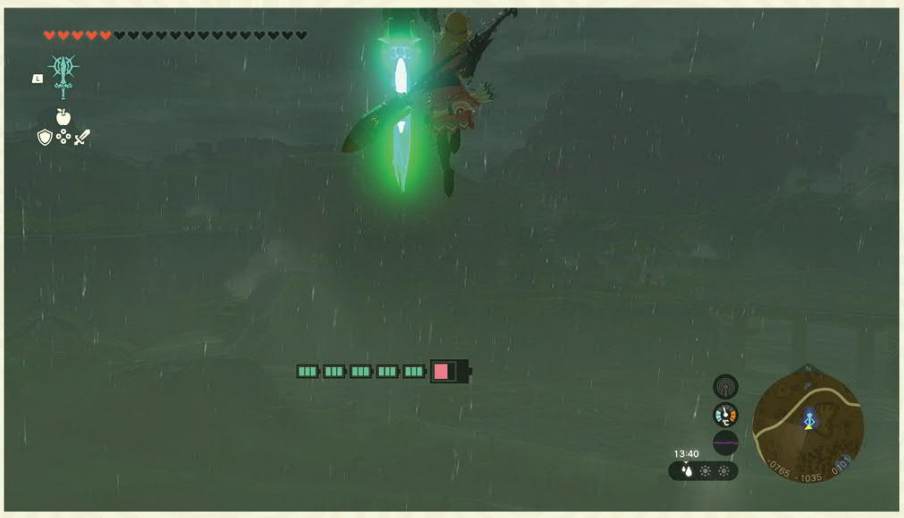
The wing is also very useful as a shield attachment. Due to its lightweight nature, it can increase airtime when performing a shield jump. At this point, drawing your bow will trigger "Flurry Rush."

Platform Cart: It doesn't have its own power source and needs gravity or other power to move. For example, as mentioned above, using a slope to launch the wing utilizes its bottom tires. Attaching a fan to its rear allows it to move on flat ground (and also allows the wing to take off on flat ground), but it's not very efficient and you can't adjust the direction. It's a good option for transporting objects downhill on a slope. When attached to a shield, it allows you to glide a long distance when using a shield jump, and you can control the direction, making it more convenient and efficient than using it directly as a means of transportation.

Hot Air Balloon: When heated, it floats upwards, making it a great way to gain significant altitude (similar to the wing, it has a limited duration). The center contains a brazier for adding "fuel," commonly lit bundles of wood or Flame Emitters. When using a Flame Emitter, ensure the nozzle faces the balloon. It generally needs to be paired with planks, iron plates, or similar items to provide a foothold for Link and transported objects.

Timed Bomb: Once triggered, it will explode after a certain period, causing damage in a large area. It performs well in dealing area damage in combat and blasting ores in caves. However, due to its delayed triggering characteristic, you need to control your positioning more in combat, attracting enemies nearby or applying crowd control. Attaching a timed bomb to a shield, will trigger the countdown when using a shield parry or being attacked by an enemy. When the bomb is triggered, you won't be affected by the blast as long as you're holding up the shield; otherwise, you'll be reliably blown away. In addition, timed bombs can also be used to trigger other Zonai devices. When you need to remotely trigger mechanisms or when timing is difficult to control, you can go to the designated location in advance.

Portable Pot: Allows you to cook meals anytime, anywhere. It breaks after one use, making it suitable for emergency situations (such as making cold-resistant or heat-resistant elixirs, or recovery items). The Portable Pot doesn't use a traditional fire, so it doesn't emit high temperatures or have fire-related properties. When the pot is attached to a weapon, the weapon is considered a blunt instrument. It is very convenient for mining. Additionally, it is also very suitable as a connecting component between various devices, which can make many vehicles move more smoothly and adapt to more terrains. Although the game is paused during the cooking process, the Zonai device's battery will recover normally during this time. Placing a Portable Pot on a vehicle and cooking a meal can achieve super-fast charging!



Rocket: A disposable device that, when activated, generates a powerful thrust for rapid takeoff. When combined with other items, it can also fly a certain distance. When attaching, be sure not to block the nozzle at the rear, otherwise the device will disconnect. Its main function is, of course, to quickly gain altitude, move rapidly, or increase the starting speed of vehicles. Attaching a rocket to a flying device allows it to quickly ascend to a higher altitude. By attaching items to the rocket and using height differences, slopes, or other Zonai devices as a base, and then adjusting the angle, you can achieve the effect of a high-angle gun. For example, when transporting Koroks, this can easily cross swamps and cliffs.

When a rocket is attached to a shield, raising the shield will launch you directly into the air, easily overcoming obstacles and triggering "Flurry Rush." Before entering shrines, prepare several rocket shields to easily skip sections. Using a shield jump with a rocket shield allows you to quickly propel forward a certain distance, providing a good visual effect and gameplay experience. When attached to a weapon, it has a higher attack power compared to other Zonai devices, with a bonus of 10 points. Attacking consumes battery power but does not trigger the rocket. When a rocket weapon is thrown, it flies very fast and far, so there is generally no need to worry about the drop during throwing in normal combat scenarios.

Fire/Ice/Thunder Dragon Heads: These devices can unleash fire, ice, and thunder attributes, continuously dealing attribute damage and triggering corresponding effects, making them useful for exploration, puzzle-solving, and combat. When combined with a construct's head or a tracking platform, they can create automatic war machines, providing convenience for combat. I won't go into too much detail about the attribute-derived uses here, but I will focus on explaining some features. When attached to a weapon, they can consume battery power to use attribute attacks. As long as there is enough battery power, attribute effects can be triggered continuously, unlike normal attribute weapons which are limited.

The charged attacks of various weapons can continuously trigger effects. For example, a two-handed sword can continuously spew flames in all directions. When a boomerang is thrown, it can cause fire damage over a very large area and at a long distance. In addition, when a weapon attacks with a dragon head without touching the enemy, it consumes very little durability. The fire dragon head has the longest attack range, followed by the ice dragon, and the thunder dragon has a shorter range. When equipped on a shield, it is triggered by raising the shield, and durability will be consumed regardless of whether it hits (a common characteristic of most devices combined with shields).

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Beam Emitter: Emits a long-range beam with relatively high damage. It is mainly used with the Tracking Platform Cart and Construct Head, and other uses are similar to the dragon heads.

Hydrant: As the name suggests, it sprays water when activated, but it does not have damage判定 (hantei, judgment), and the range is very short. It is mainly used for interacting with the environment, such as extinguishing fires, creating stone slabs on lava, and removing sludge. Although it does not have damage判定 (hantei, judgment), it can be linked with the lightning element. For example, raise a Hydrant shield and spray water, and at the same time attack with a lightning weapon. Because the water flow will continue in the air for a while (fire, ice, and thunder dragon heads have a short delay when activated, and attribute attacks are extremely quick to retract, so this effect cannot be achieved), it will trigger a large-scale electric current effect together with the lightning attribute.

Effect.

Control Stick: It is essential for controlling various vehicles, even "Gundam-like" creations. Although it is highly versatile and practical, there isn't much to delve into regarding its conventional operation. When combined with other devices, it is considered as a whole; using the control stick starts the entire device, and vice versa. It can control the direction of various devices, such as controlling a car made of tires to achieve turning, reversing, and acceleration. It can also control the direction of a flying machine made of fans, not by changing the fan direction, but by tilting the whole thing to turn, lift, and descend.

Placing the control stick on the ground and jumping on it will launch you into the air, which is also a good way to trigger "Link Time" anytime, anywhere. The airtime is very long, and there is a lot of room for operation.

Large/Small Tires: Once activated, they will move in the specified direction and cannot reverse without using the control stick. Small tires are more flexible and move faster, but their diameter is small and the chassis is low, making them unsuitable for climbing slopes or crossing pits. Large tires are not as flexible, but they have more power, a larger diameter, and a higher chassis, making them able to easily cross rough terrain. In addition, placing large tires horizontally and combining them with other devices can also create some wonderful gameplay. For example, combining them with a dragon head and a water hydrant can continuously trigger a wide range of elemental effects. Attaching sticks or other items can also create attack judgments, which can be used in combat or to practice shield parries.

Sled: Very smooth with very little friction, allowing for rapid gliding on slopes. It can move at high speed on deserts, snow mountains, and grasslands. Attaching it to a shield provides a very good shield surfing effect.

Spare Battery/Large Capacity Battery: As the name suggests, it can provide temporary power to devices and is for one-time use.

The tumbler uses its bottom as a fulcrum to pry enemies away. If you connect the tops (the upward-facing side) of two tumblers, it will form a perpetually 'falling tumbler'! It will always remain parallel to the ground, and as long as it has a fulcrum, it can lie horizontally in any scene.

Floating Stone: Once triggered, it is not affected by gravity and can float in mid-air. It is mainly used in exploration and puzzle-solving. Holding up a Floating Stone and then using Ascend can reach higher places. It can also be used to lift some objects, such as raising parts of large doors; similarly, it can also be used to obstruct.

Stop certain items from falling. The most common example is the signs of Addison on the roadside. A relatively common solution is to place a floating stone underneath them.

Light: Illuminates the front, the device with the lowest versatility. It is mainly suitable for dark scenes such as underground areas, caves, and some shrines, but the brightness, range, and distance are not ideal. Most will be mounted on shields or vehicles to ensure basic traffic needs. In terms of vehicles, the Brightbloom Seed is more practical, with a wide range, high brightness, and no weight. Placing "headlights" in front of a flying vehicle will still cause some deviation.

Spring: When triggered, it quickly rebounds, launching objects above it. It's a good way to increase Link's height or launch items into the air, and it's even more effective when attached to a shield. Additionally, placing it on its side can generate rapid and powerful horizontal thrust. Adding an object with attack properties to the spring can unleash a powerful strike, generally requiring nails or a rocker to fix or adjust the direction.

Cannon: A very straightforward device that fires in a specified direction, causing a wide-range explosion. Although the damage is relatively low, its crushing and knockback effects are excellent, making it a great helper for clearing paths in caves. It is recommended to use it with a spear for more controllable aiming, and it can self-

When aiming, releasing the throw button won't throw the weapon; instead, it will fire in the aiming direction.

Okiagari Koboshi (Weeble): Once triggered, it will always be perpendicular to the ground, allowing it to stand upright even on slopes. You can further build upon this. For example, attaching a wooden board to the Weeble allows it to stand and provides a surface for climbing or using Ascend. Attaching it to a vehicle greatly improves stability; even a motorcycle made of small tires won't flip over, making it more stable when climbing hills or turning. Additionally, the moment the Weeble stands upright, it has a strong burst of force. When combined with a long board, it can be used as a catapult to launch yourself, Koroks, or items, which is a very practical operation. It can also be used against large enemies.

Stake: It can be fixed on the ground or walls and is quite stable. When using it, you can embed the pointed end into the ground or wall, and then continue to assemble other devices on this basis. It is excellent for building footholds in vertical and horizontal directions, and can also place Zonai devices at tricky angles. During transportation, combining goods with stakes can fix them on the hillside (or higher walls). After finding a foothold, you can move them again, and the same applies to the horizontal direction.

Mirror: It can reflect light. Its conventional use is to solve puzzles in special scenes. When using a mirror in sunlight, the reflected light can cause great flinching to small enemies. It is more stable when mounted on a shield.

Tracking Platform Cart: Automatically moves towards monsters, but has poor climbing efficiency. It usually carries offensive devices such as dragon heads, beam emitters, and cannons. Although it has a tracking function, the attached devices do not automatically aim. If the tracking platform cart is at the same height as the enemy, it doesn't matter much; attacks directly in front of the cart can still hit. However, if there is a height difference, a construct head is needed to assist with aiming.

Construct Head: When connected to an offensive Zonai device, it automatically tracks enemies and attacks. It is generally used with vehicles or tracking platform carts and is a great helper for automatically fighting monsters.

Lynel Battle Strategy

Lynels are enemies that were present in "Breath of the Wild." Compared to the previous game, Lynels in "Tears of the Kingdom" haven't changed much. However, because the materials they drop not only have extremely high Fuse attack power but are also necessary materials for enhancing many pieces of equipment, mastering the Lynel's fighting style is very beneficial for players.

Depending on their appearance, Lynels are divided into four types: regular Lynels, Blue-Maned Lynels, White-Maned Lynels, and Silver Lynels. The health and attack power of these four types increase in that order. In addition, there are Lynels wearing armor, which require blunt or explosive damage to destroy the armor first (such as using Bomb Flowers) before effective damage can be dealt. Besides being classified by appearance, Lynels can also be divided into three types based on the weapon they use: one-handed sword, two-handed sword, and spear. However, their attack methods are largely the same.

Although Lynels' attacks deal relatively high damage, almost all of their moves can be countered with shield parries and Flurry Rushes (using Flurry Rush is much more beneficial than shield parries). As long as players can skillfully grasp the timing, they won't feel too much pressure during combat. In addition to using shield parries / Flurry Rushes for standard positioning and fighting, you can also find opportunities to shoot the Lynel's head with arrows. For example, trigger a Flurry Rush by using the height difference, use the control stick to jump, or use the updraft from a fan. Successfully hitting the Lynel's head will cause it to fall. At this point, approaching it allows you to mount its back and attack. Since this attack method does not consume weapon durability, using a weapon like the "Royal Guard's Claymore," which has an attack-up effect when durability is low, can deal a large amount of damage to the Lynel.

It's important to note that if you draw your bow on the ground, Lynels are very likely to draw their bows as well. When a Lynel is using a bow, you cannot knock it down by shooting its head. Its shots are divided into two types: direct and curved. Direct shots are single-stage and can be dodged by running; curved shots are a rain of arrows from the sky that will trigger regardless of distance or height. Generally, it will keep using this move when it enters the archery state and cannot be hit directly. In some special terrains, you can use a low "canopy" to block the arrow rain, or use obstacles to block direct shots. Blocked arrows will occasionally fall directly down, which players can pick up. This characteristic can be exploited in certain terrains, such as the Lynel five-round arena in the underground, by placing a wing diagonally at the stairs. Trigger the archery state away from the Lynel, and after using the angle to block a direct shot, you can make it repeat the curved shot infinitely, while all the arrow rain will be blocked by the canopy. At this time, you can use a bow and arrow below it without taking damage. TIPS: Dragon's route of action:

Limiting shots to the head, while it doesn't cause a stagger, can continuously deal high shooting damage. Since the Lynel's attacks are completely blocked, it's very safe and requires almost no skill to execute.

When using Zonai devices near it (activating the device or stepping on it), it's very likely to trigger a wind attack, which can damage the device. However, special obstacles built with the Blueprint ability cannot be destroyed. For example, the "U-shaped lock" obtained from the foundry near the Spirit Temple can be placed next to the Lynel to continuously trigger the wind, creating a safe environment for dealing damage. Combining two Zonai chests together can also achieve the same effect; it's recommended to find materials in the sky islands. Additionally, you can use Puffshrooms to confuse the Lynel, preventing it from entering combat. A more economical approach is to use Forest Dweller's weapons, which allow for the repeated use of fused materials, throwing them to emit smoke. However, the wind can also dissipate the smoke, so it needs to be replenished promptly.

Octorok

Feeding a weapon to an Octo in the volcano area can refresh the weapon's and fused material's durability and bonus stats. To do this, approach the Octo to trigger combat, then place the weapon on the ground for it to inhale. When it swallows the weapon, a circle of light will appear above its head, and then it will spit the weapon out, completing the process. It is important to note:

The following points: each Octo can only trigger the effect once (resets after a Blood Moon), and swallowing the weapon repeatedly will not trigger the effect; do not attack it during the entire process, otherwise it will interrupt the process, so it is recommended to cancel the Sage's summon; when the Octo spits out the weapon, it has an attack judgment, so it is recommended to keep running to avoid it.

The image above shows locations with a high concentration of Octo, all near shrines for easy teleportation. Specifically, around Death Mountain, they are distributed on the flat ground around the perimeter, and near Goron City, they are mainly distributed on the cliffs to the west. Octos will hide underground before you trigger their alert, so pay attention to large rocks on the ground.

Spirit Dragon

In the skies around the world, there are 3 dragons with different elemental attributes (appearing as Eastern dragons) and a special Light Dragon. They travel along their own fixed routes, and their positions do not change with "passing time." Players need to use Skyview Towers, use Recall on falling rocks from sky islands, dive from sky islands, etc., to climb onto their backs and harvest materials. These 4 dragons will not actively attack players, but their heads continuously emit corresponding elemental attacks, adding corresponding elemental effects (such as freezing or electric paralysis). The red spirit Dinraal is fire-attributed.

The back of the dragon is a high-temperature environment, requiring level 2 heat resistance (equipment, cooking); the blue spirit Naydra is ice-attributed, and its back is an extremely cold environment, requiring level 2 cold resistance. The golden spirit Farosh does not have a special environment on its body, but the areas it passes through include snowy mountains, so cold protection is also necessary. Each dragon is surrounded by an updraft, and players can use the updraft to stay in the air when the altitude and distance are close. This greatly increases the success rate of climbing onto the dragon's back, and also provides a remedy when falling.

Farosh: Flies out from the East Gerudo Chasm south of the Gerudo Canyon Skyview Tower, then goes north, northeast, southeast, then roughly east, and finally enters the underground from the Baumer Highlands Chasm west of the Popla Foothills Skyview Tower. Naydra: Flies out from the Naydra Snowfield Chasm west of the Lanayru Skyview Tower, then flies southeast, southwest, and northwest, and finally enters the underground from the East Akkala Plains Chasm near Kakariko Village.

Material Mechanics

Apart from the ore on the dragon's back (distributed near the crystals), the main materials are scales, horns, teeth, and claws. When the dragon's body glows, attack the corresponding part to obtain the material. Each glow allows you to obtain only one type of material, after which the dragon enters a 10-minute cooldown period. After 10 minutes, it will glow again, and you can harvest the next round of materials. Tooth fragments are located at the front of the dragon's mouth (attack the outside to get them), and are usually obtained by shooting arrows. Obtaining dragon claws carries some risk, requiring you to use updrafts to ascend and then shoot arrows at them (you can also use a jump attack nearby and then deploy the paraglider to ascend). The dropped material will remain on the claw for a moment, not immediately falling to the ground, allowing you to glide closer to pick it up, but this is more difficult. It's easier to obtain by following the claw's trajectory and diving after it begins to fall.

The shape of the horns is relatively easy to identify; you can attack them directly with melee weapons. However, the other parts of the dragon's body yield scales, so when using melee weapons, pay special attention to the attack range to avoid hitting the wrong spot and getting the wrong material. Additionally, when the dragon's material falls to the ground, there will be a circle of golden light around it.

It's recommended to find the dragons, harvest their materials, and then stay on them AFK (away from keyboard) to collect all the required rewards in one go. However, you still need to pay attention to the timing of the 3 dragons entering and exiting the underground world. At this time, the dragon's body is perpendicular to the ground. You need to use the updraft to stay in the air and grab the body, or get stuck behind the dragon's head when the dragon flies downwards.

Note: It is recommended to save frequently after obtaining materials, otherwise you may revert to the progress before getting on the dragon's back after death.

Methods to trigger certain plot points in advance

Obtaining the Master Sword early

After exploring 24 shrines, use all the Light of Blessing to increase your stamina to 2 wheels. It costs two wheels of stamina to pull the Master Sword, but it is recommended to come to the Lakeside Stable on the White Dragon and trigger Dragon's Tear 4 beforehand to gather enough materials, because the White Dragon will refresh in the sky above this location after pulling the sword. Teleport back to the southernmost shrine on the Initial Sky Island. Note: Pulling the Master Sword contains extremely important plot points, so players who are afraid of spoilers should use it with caution. Use a wing and fan to take off from the edge of the cliff, so you can fly directly onto the White Dragon. The White Dragon will forcibly refresh its location.

Go to the Wind Temple/Thunderclap Isle in advance

The Wind Temple and Thunderclap Isle are both locations that you will visit during the main story, located on sky islands. Both of these places can be reached in advance. If you are exploring in the air and arrive in the northwest or southeast sky areas ahead of time, you can arrive here in advance to unlock shrines. Later, when the main story brings you nearby, you can directly use the previously unlocked shrines to teleport, which can save you a section of the journey.

Defeat Ganon Early

Even without doing the main story, you can directly find Ganon's location and defeat him. He is located underground in Hyrule Castle and requires entry through the Hyrule Castle Depths. Following the regular route to get there will trigger the other sages' storylines. They will help Link defeat multiple incoming bosses. However, if the corresponding story challenges have not been completed, you will need to face a gauntlet of multiple Shrine bosses. The combat intensity is relatively high, so it is not recommended to attempt this casually.

Lake Lucerne's Insect Paradise

Located southwest of Lookout Landing and east of the Gerudo Highlands, find Lake Lucerne at the location shown. This place is rich in various insects and plants. After a period of time, you can obtain a large amount of materials here, making it an excellent place to acquire ingredients for certain dishes.

Horse God - Malanya

The Horse God is located southeast of the map, on the hillside west of the Ancient Research Institute | The purple smoke rising in the distance is similar to the Great Fairy Fountain. After giving it an Endura Carrot, teleport to the shrine here, and walk along the lakeside to see that the corresponding function will not be unlocked.

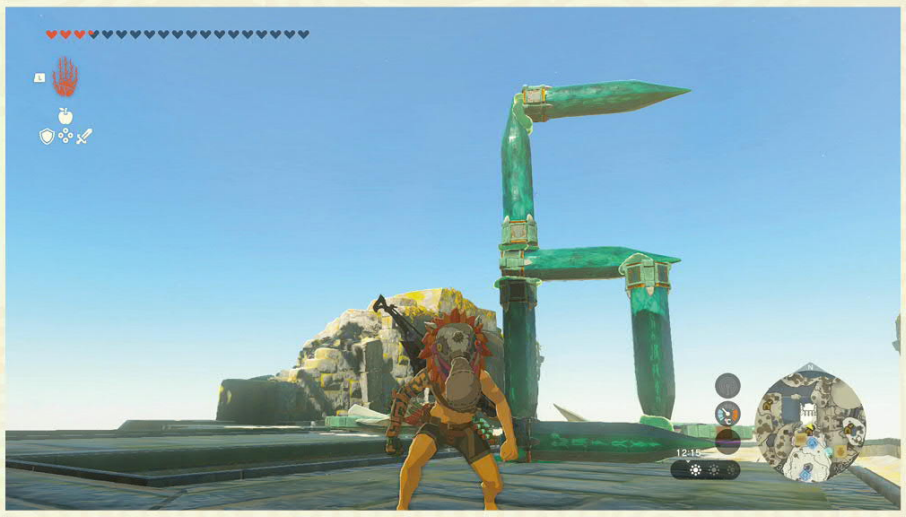
TIPS: Dragon Flight Paths:

Dinraal: Emerges from the East Akkala Plains Chasm north of Tarrey Town, initially heads northeast, then generally west, and finally enters the Depths from the Ulria Grotto Chasm west of the Deep Akkala Skyview Tower. Light Dragon: Flies back and forth in the sky according to the locations of all Dragon Tears. After investigating a Dragon Tear, the Light Dragon will teleport above it.

System Overview
Main Story Challenges
Plot Challenges
Mini Challenges
Shrine walk through and Korok Seed database
CHAPTER 8 In-Depth Research

At the Horse God, you can revive deceased horses or enhance existing ones (no need to bring Nearby). You need to give it the corresponding dishes, mostly vegetarian dishes.

Infinite Bomb Flower Stealing



You need to unlock the Monster Merchant related functions in advance and wear the Bokoblin Mask to avoid being discovered by Bokoblins (the Majora's Mask obtained from the underground Lynel five-way battle has the same effect, but it is more difficult to obtain). You also need to bring a Zonai device - a Tracking Platform Cart. Then, find an Igneo Talus on the map, which usually has Bokoblins throwing bombs on top (with baskets on their backs). After clearing the other enemies, use a Dazzlefruit to blind it, causing it to drop its weapon (if it doesn't have a weapon, you can skip this step). Use Fuse to steal its bow, and it will only use melee attacks or throw Bomb Flowers. Keep a certain distance, take out the Tracking Platform Cart, and start it upside down. This will successfully attract the Bokoblin's aggro. While maintaining a certain distance, it will keep throwing Bomb Flowers. Stand behind it and press the A button when it takes out a Bomb Flower (when the Bomb Flower text appears on the screen) to successfully steal it. Remember to steal the Bomb Flower it takes out, not directly from the basket, otherwise you won't be able to farm it infinitely (after that, it will only throw stones). If the enemy enters combat, increase the distance and use smoke to reset the aggro, then repeat the above steps. If it charges at the platform cart for a melee attack, lift the platform cart, increase the distance, and wait for it to throw bombs (be careful to maintain the distance).

About Completion

To check your current game completion rate, you first need to complete the main story challenges. After that, load the cleared save file (the one marked with a ★). Open the map in the game, and you will see XXX/100% in the lower right corner of the screen, which indicates the completion rate.

This game inherits the settings of "Breath of the Wild," and the algorithm for calculating completion is quite special. Details are as follows:

- Main story challenges (mainly the 5 Divine Temples; some main story challenges do not contribute to the completion rate).
- 152 shrines in the sky and surface worlds (simply discovering them counts; clearing them or finding treasure chests does not increase the completion rate).

·120 Lightroots in the Depths ·15 Skyview Towers on the Surface ·30 Zonai Device Dispensers in the Sky, on the Surface, and in the Depths ·197 in the Sky and on the Surface Caves (this number includes different entrances to the same cave)

·58 Wells on the Surface

· ·72 Chasms in the Surface and the Depths (Chasms are shared between the two worlds) ·All Landmarks in the Sky, on the Surface, and in the Depths (including Castles, Villages, Towns, Shops, Stables, Great Fairies, Horse God, Research Labs, Bargainer Statues, Refining Constructs, Forging Constructs, Battery Manufactory, etc.)

·1000 Korok Seeds in the Sky and on the Surface

·All Place Names

In "Breath of the Wild," only 8 factors influence the completion rate. Although this game has expanded on that (strictly speaking, Skyview Towers, Caves, Wells, and Landmarks can also be considered place names), there are still many elements that don't count towards completion. It seems Nintendo doesn't want to go too far.

About All Place Names

After players unlock all Skyview Towers, most place names will be automatically marked on the map. However, there are still hundreds of place names that players need to "fill in" themselves. Specifically, when players arrive in the corresponding area, the place name will be displayed on the screen, which means that the place name has been marked on the map. Collecting all place names has no practical significance, but it is related to the completion rate. The number of place names is second only to the 1,000 Korok Seeds.

Since collecting all place names only affects the completion rate, it is only recommended for players who are aiming for 100% completion. In addition, this step must be done last. Before this, please complete other items first, especially all Korok Seeds, because you will naturally unlock many place names in the process of finding the seeds. Also, if you are not just pursuing the 100% number, then it is recommended that you complete all story quests, all side quests, all armor, and other content first, for the same reason as finding the Korok Seeds first. Below are a few tips to help those aiming for 100%.

1. Although story quests and side quests are not related to the completion rate, the rewards for some quests are related to the completion rate. For example, the story quests related to Lurelin Village, regarding It relates to the construction of various functional buildings in the village. The mini-challenge "Drifting Trade Tools" is related to the village's general store. There are other examples like this.

2. Just because a player has been to a certain area doesn't mean the corresponding place name will be unlocked. Because there are many ways to move around in this game – through the air, on the water, and underground – especially with the Ascend ability. Therefore, it's very possible to have been to a place but not have the place name unlocked. For example, I encountered a cave that I had not only visited but also defeated the Blupee-like creature in, but it wasn't recorded on the map. When I entered the cave again, not only did the place name appear, but it was also immediately marked with a checkmark (indicating that the Blupee-like creature had been defeated). Therefore, when unlocking place names, it is recommended to visit the area using the most normal walking method and pay attention to whether the place name appears on the screen.

3. Bridges in the game almost always have place names. Visiting every bridge is a basic rule of thumb for unlocking all place names.

4. On the underground map, any irregular-shaped structures are generally various mines. These things mostly have place names.

Maximum Hearts and Stamina

New players are probably wondering: Can Link's hearts and stamina be fully upgraded? The answer is currently no.

Currently, Link can only have a maximum of 38 hearts, which is two rows minus two hearts, and 3 stamina wheels. Link starts with 3 hearts and 1 stamina wheel, meaning Link can increase up to 35 hearts and 2 stamina wheels. After reaching this number, if you go to the Goddess Statue, it will clearly tell you: your hearts and stamina have reached the limit and cannot be increased further.

Hearts and stamina are mainly increased by the Light of Blessing obtained after completing shrines. 4 Lights of Blessing can be exchanged for 1 container, and 152 shrines equal 38 containers. 35 hearts require 35 containers, while stamina... Each ring requires 5 containers, so to reach the maximum value, a total of 45 containers are needed. Where do the extra 7 containers come from? The answer is as follows:

- After completing the five main temples (including the Spirit Temple), you will receive 1 heart container each, for a total of 5.
- After completing the main story challenge "Calamity at Hyrule Castle" (i.e., defeating a bunch of Phantom Ganons), you will receive another 1 heart container.

After completing the side adventure "A Call from the Depths", the quest giver will give you 1 container.

This adds up to exactly 45 containers.

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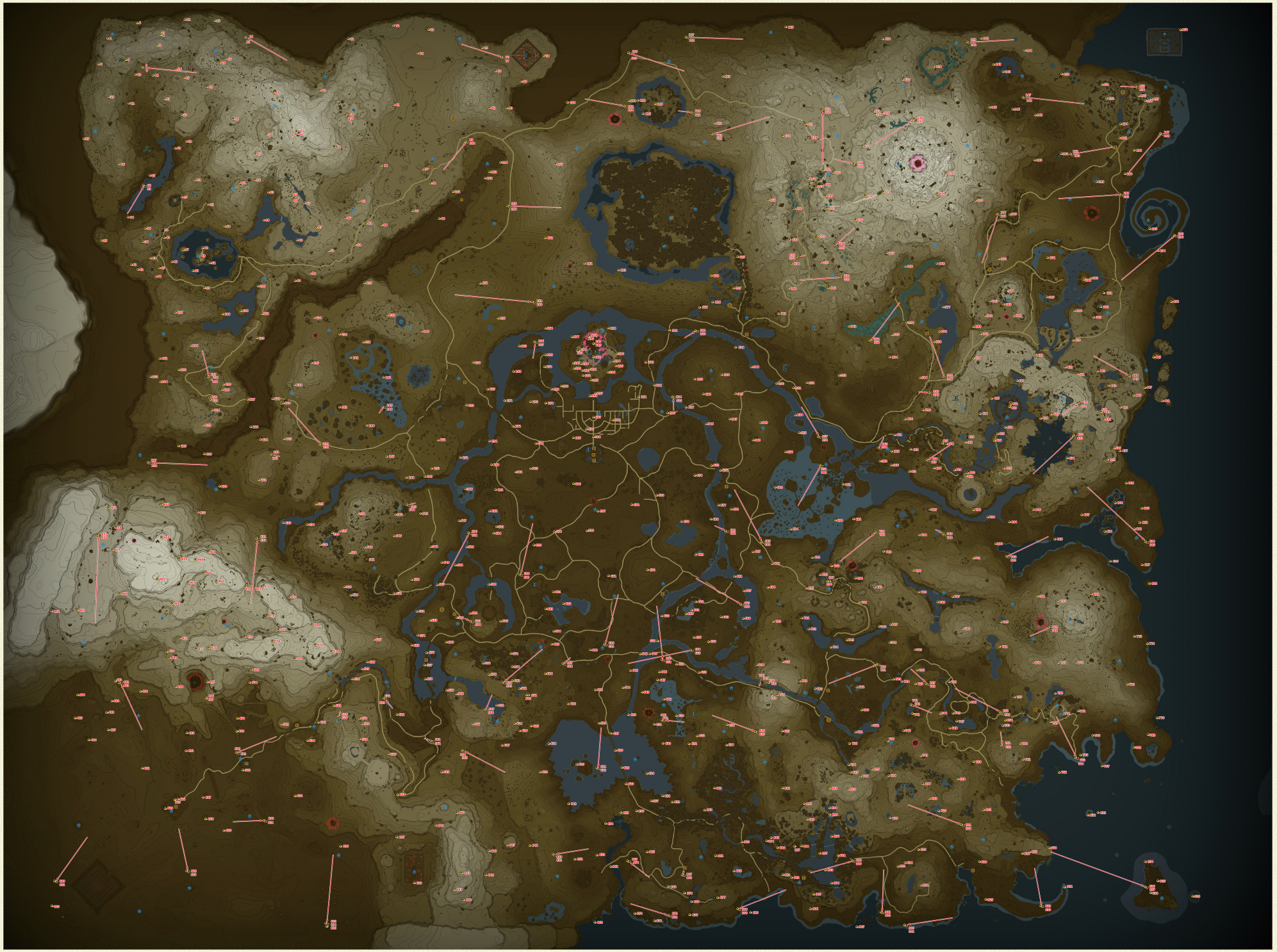
*Surface World Map - Sea



Sky World Map

- Map Legend

Kin-maharam Shrine
- Korok Seed
- Cave